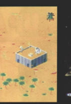
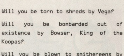

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NEW BLOOD!

We've got ourselves a brand new SEGA FORCE Deadhead! Known to his friends as Paul Wooding, he hails from Brummie Land. Well, nobody's perfect. But he's a flickin' good gamesplayer and as soon as we finish getting him to make his mark in Game Freak Alley, it's down to some heavy duty play-testing on the latest red-hot Sega stuff to hit the streets!

CHRIS 'WHAT'S IN YER SARNIE?' KNIGHT, Big Ed
I were right nervy on me first day down Game Freak Alley. Who were these people I was working with? And what did they have in their sarnies at lunchtime?

It didn't take me long to learn that a good, honest piece of cheese wasn't enough for this lot. Oh no! Marmite, Ardennes paté, anchovies... you name it, they had it. Still, when I started brandishing a few French sticks around, I soon had the situation under control, and we've never looked back since!

Fave Game of the Month:
SONIC 2

ADRIAN 'NOBODY LOVES ME' PITT, Deputy Ed
My first day in Ludlow was spent sitting on my own by the River Teme, throwing egg mayonnaise sandwiches to the ducks. You see, being the new boy at the time, I didn't have a posse to 'hang around' with.

I lodged here in bed and breakfast for a while. Boarding house? Should've been boarded up!

Now, being the longest serving member of the crew, I've made loadsa friends. There's Hughie, Lewie, Dewie, Donald and Daffy. Ducks are such **good** listeners, don't you think?!

Fave Game of the Month:
LEMMINGS

WARREN 'WHERE'S THE KEYS?!' LAPWORTH, Prod Ed
My first day at Europress Impact was spent contemplating my navel and filing my nails (or was it the other way round?!) — we had no computers to work on!

When I began at the company's previous incarnation, Newsfield, I only had a cardboard computer to begin with! Honest! And when I had a *real* machine, one of the first reviews I wrote caused a row with a leading software house! Oops...

Fave Game of the Month:
SONIC 2

MAT 'BACKSTAGE PASS' YEO, Staff Writer
Blinkin' flip! It seems like only yesterday that I was the new boy around here!

My first day was a wild and wacky Wednesday in April. I was just like young Paul: keen, eager and talented. Anyway, that didn't last for long, as you can see!

Don't worry, Paul, we'll soon knock you into shape! And if we don't, you could end up working for N-FORCE! Bad luck!

Fave Game Of the Month:
SONIC 2 (MD)

PAUL 'WET BEHIND THE EARS' WOODING, New Staff Writer
What a day my first was! Finding Game Freak Alley in the A To Z isn't easy — and getting here's even worse!

When I finally arrived, I spent all day playing on the MS and trying to work out how to use the coffee machine! Now I've settled in you'd better watch out 'cos I mean business!

Fave Game of the Month:
LEMMINGS

A TREAT FOR DECEMBER





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S... S... SONIC 2 x3!

14 Wait for it! SEGA FORCE gives ya the full lowdown on *SONIC 2*! Right here, right now, on MD, MS *and* GG! Is it the best thing since pickled pomegranate? Find out inside!

BAT OUTTA HELL!

34 He's mean, he's mad and he's gonna have to go some to knock out his arch-enemy, The Penguin! Send sparks flying down in Gotham City as *BATMAN RETURNS*!

EYES DOWN...

18 Are you gonna be a lucky bleeder this month? Get along to the XPRESS page and start matching the numbers!

GERONIMO!

70 The manic depressives of the animal kingdom hit the MS and GG. Reckon you can talk some sense into those *LEMMINGS*?

MEGA-MANIA

24 The Black Marshal's been out and about Stateside. What's he dug up? All the latest on the US Mega-CD front! Tuck in and get set for some stunning FX coming to a screen near you — soon!

STROLLIN' ALONG

10 Imagitec's *HUMANS* are close to seeing the light of day. Check their progress in the hot SEGA FORCE preview scene!

MAP-ATTACK!

41 Totally brilliant pull-out and keep SEGA FORCE Sonic 2 MD and MS maps!

FORCE tested!

MEGA-CD

MEGA DRIVE

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IMPRESSED?!

88 You should be! So if you like SEGA FORCE that much, why not subscribe, get a great gift and be sure to get your fave mag early every month!

REGULARS

6 Gutter Talk – What's happening to *Mickey and Donald*? Find out here — and win some great prizes while you're at it!
22 Charts – Win a fab game voucher and check out which hot new releases you've been buying by the ton!
94 Guttersnipe – Take a look at the hi-score page to see if you've won the SEGA FORCE Gamer of the Month award! If ya haven't, never fear, you can still read Gutty's pithy ripostes to yer scribbles and take in the latest works of art we've received!



Gotcha!

TAKING THE MICKEY!

Fans of *Quackshot* and *Castle Of Illusion* are in for a treat! Mickey Mouse and Donald Duck have joined forces for a brand new platform game from **Sega**, entitled *Mickey and Donald: World Of Illusion.*

The Disney duo play the part of amateur conjurers, practising their act for a forthcoming show. However, one of the tricks goes horribly wrong. The pair are sucked into a magic box and transported to the World of Illusion.

Mick and Don must race through the weird and wonderful levels, locate the chief magician, oust him and find the way back to the real world.

Duckin' fantastic!

You can play *Mickey and Donald* alone, as either one of the characters, or in two-player mode, where the mates help each other out. If Donald can't climb a wall, Mickey drops a rope for him. When Donald gets stuck in narrow spaces, good old Mick pulls him through!

The game map differs depending on which mode of play you choose, so even if you finish the whole caboodle, you can play again and find different areas and secret rooms.

We've a pre-production copy of *Mickey and Donald* here at Game Freak Alley. Before you rush out and buy *Sonic 2*, wait for a full review of *M&D* next issue 'cos this game's absolutely stunning, with some amazing animation, barnstorming graphics, well-kickin' tunes and sampled speech.

Mickey and Donald's set to ruffle a few feathers and blunt the odd blue spike or ten. We promise you'll be gobsmacked!

So here we are at last! *Sonic 2* reviewed on all three official UK formats. Take a look through the review for your console and start drooling! If you haven't already saved the money to go out and grab a copy, just one look at the awesome gameplay on each version should convince you to start scraping that cash together now.

There ain't much longer to wait either, 'cos all three formats are still on schedule to ship out together on November 21.

What about the Mega-CD version? Looks like you'll have to hang on till the New Year for that one. On top of that, there's the prospect of *Sonic 3* to look forward to, as well as the chance of a *Tails* outing!

Whatever, Sonic's set to take Christmas by storm, so check out the reviews inside this ish and see what you can look forward to you real soon!

Quickshot have been around for some time in the old stick and joypad department, but the new Supervision's are a real departure. Not content with your normal run of the mill LCD one-off, Quickshot reckon this Christmas should see their handhelds give the big guns a real run for their money! We'll see!

NEW HANDHELD LAUNCHED!

One of the world's leading joystick manufacturers, **Quickshot**, have entered the the handheld computer games market with the launch of their latest product.

Supervision has been designed with a unique hinge movement, enabling the large 61mm screen to be tilted for gameplaying ease and greater clarity.

The console has a contrast and volume controls and a two-player link option. It comes complete with a complementary game, earphones and batteries.

You needn't worry about the availability of games — **Quickshot** promise 50 by the end of November, ranging in price from £9.99 to £14.99. A porky 18 are already on the shelves.

Supervision has been taken on by a number of major distributors and is available in leading retail outlets shortly. The console costs £39.99. A snip!

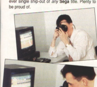
For more **Supervision** information, give **Quickshot** a bell on (081) 365 1993.

AS GOOD AS GOLD

Plenty of records were broken during this year's Olympics in Barcelona. Back in Britain, **US Gold** were creating records of their own!

Their bostin' sports sim, *Olympic Gold*, was the first **Sega** title to reach the elusive Number One position in the Gallup Charts on all three formats.

It also marked **Sega**'s first multi-format simultaneous worldwide release. Over a million units were shipped worldwide — the largest ever single ship-out of *any* **Sega** title. Plenty to be proud of.



Coca-Cola were pretty chuffed, too. Their branding and theme tune appear in the game.

Sega's UK Marketing Manager, **Simon Morris**, said, '*Olympic Gold* has been one of the best-selling titles ever for **Sega**. With a game of such high quality and wide appeal, sales look set to continue at a record level well into 1993.'

How d'ya hold yours?

To celebrate the success of *Olympic Gold*, those bods at **US Gold** have come up with the weirdest idea yet for a competition. They want to know how you hold your joypad while playing the game!

Look at these pics of their games tester, **Simon Hetherington**. What book's *he* been reading? Looks like he knows a couple of wacky positions, madam!

To enter this comp, think up the zaniest way of holding your pad while engrossed in *Olympic Gold*, get someone to take a snapshot of you and send the piccy to us! The senders of the funniest pics each receive a load of **US Gold** goodies, pens, badges, T-shirts etc. So — get snapping!

Send your pics to: **HOLD IT RIGHT THERE DEADHEAD, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, to arrive no later than **December 10**. Anything pornographic will be immediately destroyed (honest!).



ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Look, you drongos! The codes for *Desert Strike*, printed in Issue 10, were for use on the GAME GENIE. Flickin' heck, are you lot thick or what? They followed on from the news piece. The number of letters and phone calls I've had, you wouldn't believe! Get a life!

● EXTRA! EXTRA! It seems the launch of the Mega-CD has been put back. Initially due to hit the shelves in November, the future of games-playing looks likely to manifest some time in January. Poor Sega! Missed out on the Christmas rush there, lads!

● And finally, we welcome our new editorial fiend, Paul Wooding. This 19-year-old from Great Barr promises to be nothing like the last bloke with the same first name. This dude's already a star. He sings and plays guitar in his own band, Lysergic Dog Food (eh?!). Available for children's parties and barmitzvahs! Looks nothing like Skippy the Bush Kangaroo, might I add!

Win! Win!

STICKY SITUATION

Whatever will they think of next? Joysticks shaped like film and TV characters! Weird or what?

They're some of the best looking sticks around; tough, trendy and incredibly hard-wearing. **Cheetah** are the brains behind these aptly-named **CharacteriSticks**. You can get your hands on **Batman**, good old **Bart Simpson**, **The Terminator** and **Alien 3** jobbies!

And, following last month's news item, **Cheetah** have five **Alien 3** joysticks to give away exclusively to **SEGA FORCE** readers. Answer the easy-peasy question below and send your entry to: **GRABBED BY THE ALIENS, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

Who plays Lieutenant Ellen Ripley in the *Alien* films?

The first five correct answers outta the bag by **December 10** get the goodies. If you do NOT want to receive exciting gift promotions from other companies, please state so on your entry form.

While you're thinking about that, have a butcher's at **Craig Charles**, star of ***Red Dwarf***, using his **CharacteriStick** to full effect! Nice suit, Craig! Who's the dolly bird?!

BOY! IT'S HANDY!

Gutter Talk

Sick and tired of buying batteries for your Game Gear? Weep no more! **Spectravideo** have a neat little device set to banish those battery blues.

The ***Handy Boy Kit***'s part of their new **Joyplus** range. The package includes rechargeable batteries and charger unit.

It takes only an hour to reach full effect and gives a massive two hours play on your handheld. The kit also incorporates a thermo sensor for overcharge protection. The ***Handy Boy Kit*** costs a meagre £39.99.

For even longer continuous play, there's the ***Handy Power II*** pack. It works in conjunction with the ***Handy Boy Kit*** and gives a whacking four hours of Game Gear play. ***Handy Power II***'s available now at £29.99.

For more information on both products, call **Spectravideo** now on their Sales Hotline, (081) 902 2211. You need never buy batteries again!

Gutter Talk

VIRGIN'S BEAR NECESSITIES!

News just in that **Virgin Games** are to follow **Sega** and branch out into the **Disney** games market. They now have the right to publish console versions of that animated classic, *The Jungle Book*. We don't know how the game'll look, but Virgin plan releases on various Sega machines. Mowgli, Baloo, Louie and Shear Khan are all set to make an appearance. More news when we get it.

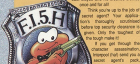
Time to thank those generous peeps who've supplied games for this issue. **Adrian** at **Telegames** in Kilby Bridge Leicester for *Super High Imapct*, and all at **Sega Europe** — Wendy, Tony, Barry and Andy for — *M&D and Sonic 2*. Cheers, folks!

SCALES OF JUSTICE

The name's Pond, James Pond!

Did you know old fish face has his own top secret organisation? F.I.5.H are a group of agents behind Pondy, helping in his crusade against the evil Dr Maybe.

What's more, **SEGA FORCE** have been contacted by F.I.5.H and asked to call upon our readers to join this crack squad and oust Maybe and his crooked cronies once and for all!



Think you're up to the job of secret agent? Your application's thoroughly scrutinised before top security clearance is given. Only the toughest of the tough make it!

If you get through the character assassination, Interpool (ha!) send you a secret agent's pack, which includes a membership card, briefing dossier, secret agent tools, codes, stickers and — like they say in all good adverts — much, much more!

To become a F.I.5.H secret agent, send a cheque or postal order for £8.95, made payable to F.I.5.H Secret Service, to: **F.I.5.H Head Quarters, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire PE17 4LF**.

Free F.I.5.H membership here!

If you're a competition nut, you stand a chance of winning FREE membership to F.I.5.H!

Millennium, the guys and gals behind the organisation, are offering club membership and an *Aquatic Games* poster to the first ten game-freaks pulled outta the **SEGA FORCE** goldfish bowl.

All you have to do is choose the answer to the the following brain-twister:

What do you call a secret agent who passes information to an enemy organisation? A FERRET, a MOLE or a HAMSTER?

Send your entry to us and state if you DON'T want to receive exciting gift promotions from other companies.

The address is: **BLIMEY! I'VE GOT FISHY FINGERS, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. The closing date's **December 10**. Good luck!

DO-MARK... GET SET... GO!

Strewth! It's time **Domark** had a little lie down. They're workaholics! It seems every month something new and exciting's happening down in Putney. As usual, our friends have loads of new games for '92/'93.

There's *International Rugby* on the Mega Drive, for one. First and foremost, make those all-important management decisions. Study and calculate each player's statistics, using your skill and expertise to pick a winning squad.

Take on 16 top international teams in the Triple Crown, Five Nations and World Cup tournaments. Experience try-scoring, conversions, kicking, shirt-pulling (what?!), shoving and barging!

International Rugby's scheduled for an April '93 release and should retail at around £39.99

Space race

Taito's superb coin-op's launched on the Game Gear this November. Those of you old enough in 1979 will remember the *Space Invader* phenomenon which rocked the world — *and* every fish and chip shop this side of Birmingham! Well, the new, updated version's here!

The MS version of *Super Space Invaders* scored 87% in Issue 2. The Game Gear version offers the same attack formations and power-ups.

There are masses of exciting features, power-ups, stunning graphics and a whole host of alien waves and attack formations. Already available on the Master System, GG *Super Space Invaders* will set ya back £27.99. There's a full review next issue.

And there's more...

Mig-29 Fulcrum looks pretty impressive. We've seen a development cart and it seems on schedule for its May '93 release.

Based on the finest air superiority fighter in the world, *Mig-29*'s a cracking new flight sim for the Mega Drive and one of the fastest of its kind.

Time we had more flight sims! This is *Mig 29* on the Mega Drive. Still in the development stage, but the copy we've seen looks pretty slick.

Taking a break from football sims, Domark are planning *International Rugby*. It's fast and hopefully furious!

Plenty of thought's been given to gameplay, too. Flight sim fans are in for a real treat.

Speaking of which, in another joint venture with **Tengen**, **Domark** release *Steel Talons*, a helicopter simulation, next February.

We had a peek at the **European Computer Trade Show**. It offers an unbeatable combination of super-fast 3D graphics, an accurate flying model and devastating weaponry. Should give *LHX Chopper* a run for its money!

Steel Talons is a 4 Megabit cart and has a £39.99 price tag.

Paper play

The sequel to *Paperboy*'s here... almost! *Paperboy II* (that's logical! —Ed) is set for release on all three Sega machines. Tricycles, grannies, muggers and a host of new enemies and obstacles look set to make this a winner.

There's an assault course and end-of-day BMX challenge.

The MD game's available next February at £39.99. The MS and GG games are due next May at £32.99 and £27.99 respectively.

Finally, one for racing buffs. *Road Riot* hits the streets next April. This is violence on wheels! Blast the hell outta your opponents in this off-road vehicle rally. Hot cars and powerful weapons compete in a race to the death. *Road Riot*'s an 8 Megabit cart and retails at £39.99.

SEGA FORCE will be first with the lowdown on these barnstormers. Keep your eyes peeled for previews and reviews in future issues.



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Gadgets, gameshows and gladiators, ADRIAN PITT's an expert on 'em all! Just as well, 'cos he's about to take a sneaky peak at the forthcoming crop of releases being developed in the UK by Imagitec.

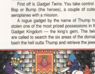
Previews!

SIX OF T

The time has come for **Imagitec** to give other software boffins a run for their money! They're developing six corking releases for Christmas and the New Year.

First off is *Gadget Twins*. You take control of Bop or Bump (the heroes), a couple of cutesy aeroplanes with a mission.

A rogue gadget by the name of Thump has stolen one of the most prized possessions in the Gadget Kingdom — the king's gem. The twins are called to search the six areas of the domain, bash the hell outta Thump and retrieve the jewel.





Above: MD *Gadget Twins*. With a mixture of platform, arcade adventure and bash-'em-up elements, *GT* promises to be great fun. Watch the heroes get into all sorts of strife. The cartoony graphics and slick animation are elements Imagitec should be proud of. The programmers have gone way over the top with the cutesy feel!

Leaping ravines and dodging nasty basts in *Viking Child* on the Game Gear. This is the first in the *Viking Prophecy* series and Imagitec hope to release follow ups soon. In fact, two more games are already in the pipeline. A Master System version of the game is promised. *Viking Child's* a 2 Mega Bit cart, with eight skill levels. A humorous platform romp that should keep GG freaks happy for many an hour.

En route, there are loads of bad guys to oust, two guardians per level to thwack, oodles of weapons to collect, secret rooms to find and warp zones to whizz through. Bash everything in sight with ya boxing gloves, or grab a mace, hammer, lead weight or man-trap.

You can play *Gadget Twins* with a friend, competing against each other or cooperating to make the job easier (a bit like *Sesame Street*, that!).

Stunning graphics and lashings of colour are set to make *Gadget Twins* one of the cutest games on the Mega Drive. Watch out for it this November.

Wheel-y great!

Below: The glorious Vanna White in the top-rated game show *Wheel of Fortune*. The Mega Drive version's nearly upon us. This is the GG game. Speed boats, cars, holidays and big cash prizes are up for grabs. Good for a giggle! Best played after a few bevvies.

We previewed MD *Wheel Of Fortune* in Issue 7. The small screen version appears around Crimble time, as Game Gear owners get the chance to win big cash prizes in what *has* to be one of the most popular TV gameshows in the good old US of A (an MS version's also planned).

Contestants view a huge tiled screen, 'the 'Letter Wall', which hides a name, phrase or saying relating to a chosen category. The wheel's spun and, provided it lands on a cash value, the player asks if a certain letter's hidden behind any blocks. If they're right, all is revealed!

Puzzles are chosen from over 4500 and categories include Places, Events, Before And After, People and Things (sounds interesting!).

Wheel Of Fortune's something a little different for handheld fiends. The original touches alone should make this a hit.

The life of Brian!

Birrova wimpy name for a Viking — Brian! I ask ya! But our lad's in for a shock. While out hunting for breakfast, Brian's village is sucked up by a humungous whirlwind.

To make matters worse, Odin, boss-cocky of all gods, pops up from nowhere to inform young Bri that *he's* the chosen one. He must enter the Halls of Valhalla and stamp on the God of Fire, Strife and Mischief. The route to Valhalla's not an easy one — Loki's evil henchmen are everywhere!

Yet again, *Viking Child* boasts colourful



sprites and cute backdrops. This is platform action to the full! Loads of lifts, moving ledges, crags and crevices to leap and climb.

There are eight levels to race through, each with its own guardian. Take advantage of the shops, where you buy weapons and gain extra health points.

Viking Child should while a way the odd hour or 20. One for the Christmas stocking, methinks! GG owners can pick *Viking Child* up this autumn. A Master System release looks likely.





Sick and tired of run-of-the-mill sports sims? Why not have a fiddle with the *American Gladiators*. Based on the American TV show, you battle it out with up to 16 other beefcakes.

assault course.

In Powerball, you bash a ball into a small pod while fending off three muscular morons who try and mow you down.

Jousting tests your skill and reaction. You stand on a high platform, mashing the guts out of your opponent with a huge pole. Keeping your balance is all-important!

Think ya can climb the Gladiator stadium wall in the fastest time? Then take part in this section, which requires the expertise of a professional rock climber. Watch out — yet more gladiators are on ya tail!

American Gladiators recreates the tension of the TV show. The graphics are incredibly atmospheric and gameplay's fast, furious and flickin' fantastic. The game's set for an American release, so keep ya peepers on these hallowed pages for news of its European launch.

We're only human!

If lemmings weren't bad enough, the human race is about to cause you a whole heap of headaches. You're all set to help in the evolution of Man!

Controlling the humans on each level, you manipulate objects *and* your kith and kin to reach the goal at the end of each stage.

Each level's bound to make ya think a bit; there are puzzles galore. Huge steps need a human ladder if they're to be made climbable, gaping chasms need bridging and there's bound to be a spot of digging going on somewhere!

Humans has a hundred stages and numerous skill levels. The graphics are small yet incredibly detailed. Game Gear and Mega Drive freaks alike can delight in the antics of those *Humans* this autumn.

There was a time when all the gods got together to take part in a huge war. Chief god, Odin (what, *again?* —Prod Ed), gets a whiff that Ragnarok can only be a matter of days away. He designs a King's Table with pieces representing those taking part in the battle, takes the board game to Earth and uses human beings as guinea pigs.

Ragnarok's rather like chess. With a 3D board and animated sequences during play, you challenge the Mega Drive or a friend. Stunning battle sequences pop up from time to time, highlighting what effect each move would have in the real Ragnarok war.

Ragnarok's been converted from PC and is the first of its kind on the MD. Fans of strategy games will love it.

The power of your playing pieces is an important factor in *Ragnarock*. Surround the opposition and kick ass! This is the first chess orientated game on the Mega Drive. About time, too! Put ya thinking caps on this autumn.

THE 'TEC'S!



Muscle in...

It's on your screens now! Ulrika Johnson and a gang of sweaty beefcakes fighting it out in some of the weirdest, toughest challenges seen this side of the Atlantic. (Ulrika doesn't fight, by the way, she just stands there looking like a Swede!).

American Gladiators is a multi-player sports sim. Up to 16 contestants can take part at any one time! There are six stages, including the Powerball section, jousting, wall climbing and

The end is nigh...

Any idea what Ragnarok is? Well, you'd certainly know about it if the damn thing came up and walloped ya round the face with a jellied eel! It's the end of the world, that's what!





Ugly little critters aren't they? And to think, these likkle guys were our ancestors. There are puzzles galore in the Mega Drive and Game Gear versions of *Humans*. Like *Lemmings*, this looks as though it's gonna be seriously addictive! With one hundred levels, it's a tough cookie to crack. Imagitec are planning two sequels. Look out for a full review of *Humans* in a couple of issues time.

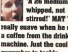






JAMES BOND: The Duel

'A 26 medium — whipped, not stirred!' MAT YEO's really suave when he orders a coffee from the drinks machine. Just the cool cucumber to tackle Domark's latest mission...



Previews!



You're loaded up and you've got the bomb. Now set it and get the hell outta there!

James Bond. Secret agent, womaniser, licensed to kill and drive a heavy goods vehicle! This latest platform action game from **Domark** sees you taking the role of the world's most famous spy in four levels of frantic action.

The adventure takes place on an exotic island in the middle of nowhere. Bond's arch enemies have teamed up in an attempt to take over the world! It's up to you to rescue hostages, blow up enemy installations and get the hell out of there!

The game looks great so far. The movements of 007 were programmed by the same bloke who did the characters in *Prince Of Persia* — in other words, they're mega-smooth! Bond ducks into doorways, swaps gun from hand to hand and reloads when he's out of ammo.

Film villains like Jaws and Mayday (Grace Jones' character) are included to give Bond as much hassle as possible!

The Duel has real film appeal with over-the-top action, larger-than-life scenarios and exotic locations. The feeling of a film's been captured perfectly, for once, and the MD version's the tops. Watch out for a full review very soon!



INDIANA JONES AND THE LAST CRUSADE

We often catch MAT YEO admiring his profile in the mirror, quoting Shakespeare and waving an Equity card. Now we know the truth — he's Sean Connery's lovechild!

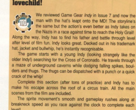
We reviewed Game Gear *Indy* in Issue 7 and now the man with the hat's leapt onto the MD! The storyline's the same but the action's even better as Indy takes on the Nazis in a race against time to reach the Holy Grail! Along the way, Indy has to find his father and battle through level after level of film fun. Indy looks great. Decked out in his trademark hat, jacket and bullwhip, he's instantly recognisable.

The game starts with a young Indy (looking strangely like the older Indy!) searching for the Cross of Coronado. He travels through a maze of underground caverns while dodging falling spikes, boulders and thugs. The thugs can be dispatched with a punch or a quick crack of the whip!

Complete this section (after tons of practice) and Indy has to make his escape across the roof of a circus train. All the main scenes from the film are included.

The sprite movement's smooth and gameplay rushes along at breakneck speed as you race against the clock to complete each level!

Indy 3's out soon from **US Gold**. Keep it under your hat!





PIT FIGHTER

'You're joking!' MAT YEO cried. 'I've gotta fight tiny little insects?!' No, we reassured him, it's PIT Fighter!

Pit Fighter's been around for what seems like donkeys' years! I remember when I first played the coin-op version and was blown away by the amazing graphics! The characters looked realistic and fought like maniacs!

It made the leap to console a while ago and some of you will have played the MD version. Now **Domark** have converted the whole damn thing for the MS.

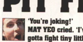
All the characters are here for you to choose and the object of the game is still to thrash your opponents and become Pit Fighter champion. Unfortunately, this version has no two-player option, so it's up to you to take on all the opponents yourself!

The moves have been reduced so controls are a bit limited. As you can imagine, with only two buttons on the MS joypad, your attacks aren't as formidable.

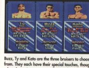
The other gripe I have is that the sprites themselves are just too small. This is supposed to be *Pit Fighter*, not *Pit Midget*!

As the game's yet to be completed, it's hard to say how the finished version will turn out, but with a few nips and tucks MS *Pit Fighter* could be okay.

Keep your eyes peeled for a finished version soon!







Buzz, Ty and Kato are the three bruisers to choose from. They each have their special touches, though when the sprites are so small, it can be difficult working them out. Despite all that, you can still have a good dust up!





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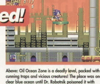
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A cult hero and Sega's official mascot, Sonic's back in the biggest game of '92 — but is it the best? The SF team try not to get too excited as they power-up the cart...



Above: Oil Ocean Zone is a deadly level, packed with cunning traps and vicious creatures! The place was once a clear blue ocean until Dr. Robotnik poisoned it with chemicals and toxic waste. Sonic and Tails must put a stop to his polluting ways and shut down his operation!

SO THE HE

Chris bawls... *'TRULY AWESOME!'*

Well, what do ya want me to say?! First of all, a message to all those sad Nintendo owners out there, hoping *Sonic 2*'s gonna be a flop so they can flaunt their plump Italian plumber in our faces: go piss in the wind, flunkies! This one's gonna blow you away!

'Bigger, better, faster!' That's what we SEGA FORCE deadheads said about *Sonic 2* in the preview — and that's exactly what it is. I'm not going to go on about the different playing modes 'cos Mat's filled you in on that, but even for a 16 Megabit game the choice of options is truly awesome.

Sega have stuck pretty much to the winning formula of the original, but so much more's been added and the gameplay so brilliantly tweaked you've gotta play it to believe it!

In one-player mode, the action's much faster, with a feast of new obstacles and mazes to work through. The sprites are bigger, the number of levels has been increased and the special stages are blindingly better than the original's.

Two-player mode looks a little odd to start off with, 'cos the graphics have been squeezed down to fit in the split-screen, but once you get into it, the competition is fearsome fun. When you consider how much else is on this cart options-wise, there's no way the two-player mode can be seen as a let-down!

In-game ditties are similar to the original, but with beefed up FX there's a whole new atmosphere to *Sonic 2*.

Brilliantly presented, with the kind of graphics and totally addictive gameplay most developers would kill for, *Sonic 2* more than lives up to all the hype and has got to be the biggest seller for Sega this Christmas.

Should you buy it? Are you kidding?! Start queueing now!! ***CHRIS 96%***

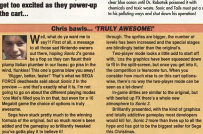
After what seems like years, the most famous hedgehog in the world is back... and this time he's brought a friend! As before, the action takes place in the weird and wonderful world Sonic and his friends inhabit. All was peaceful on this planet, after Sonic defeated the fiendish Dr Robotnik many months ago. Until recently, that is, when Sonic's animal friends started to mysteriously disappear.

Sonic soon found out what was happening. The evil Robotnik wasn't beaten! The master of diabolical schemes was hatching his most deadly plan yet!

Sonic's friends have been forced to create the ultimate doomsday device, the Death Egg! With the egg, Robotnik will rule the world! None will be free!

Sonic sets out in search of the villain but finds himself being followed. He's chased by a young fox called Miles Prower, who's earned the nickname 'Tails' because of his two special tails. By spinning them at high speed, he can travel as fast as Sonic! Tails has idolised Sonic for years and hopes to be just like him one day!

And so, with his foxy companion by his side, Sonic



Emerald Hill Zone 1: Take control of either Sonic or Tails in one player mode. Race along grassy plains, through loops and over log bridges. Find the hidden extras and aim for a time bonus.

Left: Guide the speedy pair through a maze of tubes on the bonus level! Collect the correct amount of rings every time and you get a chaos emerald.

In Sonic 2, there are more loops the ever before! The latest obstacle is the fiendish Moebius strip. Dash along at full speed to avoid falling off. Grab the rings as you go!



prepares to free his friends and save the world.

It won't be easy, though! He must travel from the Emerald Hill Zone to the Mystic Caves, from the fiery Hill Top Zone to Dr Robotnik's Wing Fortress. Sonic and Tails will have to overcome unimaginable danger if they're to win!

And what of the legendary Chaos Emeralds hidden on Sonic's home island? If Robotnik ever got hold all seven, then all would be lost! Are you up 2 it?



ROVING ROBOTNIK

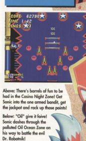
EMERALD HILL ZONE: Here's your first Robotnik to beat! The vehicle's a mole machine and helicopter in one.

CHEMICAL PLANT ZONE: The evil Doctor uses the polluted water to drown Sonic! Watch out for the moving floor too!

AQUATIC RUIN ZONE: Robotnik tries to hammer his message home! Use the statue's arrows to gain height.

CASINO NIGHT ZONE: This time, you have to use the pinball buffers and flippers to hit the machine at high speed!

HILL TOP ZONE: Robotnik plays with fire and gets his fingers burnt! Watch out for the fireballs and flame jets!



Above: There's barrels of fun to be had in the Casino Night Zone! Get Sonic into the one armed bandit, get the jackpot and rack up those points!

Below: "Oil" give it foive! Sonic dashes through the polluted Oil Ocean Zone on his way to battle the evil Dr. Robotnik!





Sonic meets the first of Robotnik's deadly machines!





Above: In two-player mode, Sonic and Tails have to race against each other to see who gets the most rings and bonus items!
There are also teleport devices dotted around the place, that enable the fast friends to swap places!

Right: Nothing stops this hedgehog! Bolt along the loops at top speed and press down to burrow through even the toughest rocks!

Below: Collect enough rings on the bonus level and Sonic gets one of the seven chaos emeralds.

BOUNCING BONUSES

Super-speed Boots: As in the first Sonic game, grab these little booties and clock up some serious miles! Tails can't run as fast but he catches up.

Extra Life: Most of the extra life boxes are well hidden, so have a good look round! In two-player mode, Sonic and Tails can get lives for each other.

Invincibility: There aren't many of these in the game but they sure come in handy! Trample your enemies in a burst of light and speed!

10 Rings: Collecting rings is still an important part of the game and these beauties are just the ticket! Get rings to avoid losing a life.

Shield: As before, this device stores the amount of rings that you have. Get hit and you'll still have those rings. Only good for one hit.

Mat gasps... *'SPIKE A LIGHT! UNBELIEVABLY FAST!'*

Well folks, it's here at last. But is it any good? Yes... and no! *Sonic 2*'s worth having just for the amount of options available! First off, it can be tackled in one-player mode, with you controlling Sonic and Tails following. Shoot through ten levels of super-speed action as you race to beat Dr Robotnik and destroy the Death Egg!

While in one-player mode, it's possible for another player to use a joypad to control Tails. As Tails isn't as fast as Sonic here, he gets left behind — but soon reappears, using his tails as rotor blades! The foxy fella can't do a lot, though, so he's not much use!

Also in this mode, you can play on your own as either Sonic or Tails. It's trickier without back-up but a great challenge!

In two-player mode, there are three zones to choose from and a special stage. You can't complete the game in this mode but it's a lot of fun anyway! Race through the levels collecting rings, bonus items and finishing as fast as possible.

As in the main one-player game, there's a special stage. This has to be seen to be believed! Sonic and Tails race down a huge tube collecting rings as they go. In one-player mode there's a Chaos Emerald up for grabs, with two players the object's to get more rings than your opponent. The action's unbelievably fast and the graphics will blow you away!

Sonic 2 looks similar to the original but special touches here and there make it great to play. The main gripe I have is that the two-player game looks a bit squashed. Once you get used to it, though, it's highly addictive and impossible to put down!

Best game of the year? Sure is!

MAT 98%

SF Rating

95% PRESENTATION
• Superb opening sequence, one- and two-player options and character choice

97% VISUALS
• As before, the graphics are amazing, especially the special stage. Mindblowing stuff!

89% SONICS
• Funky Sonic theme tune, some original sound FX and use of music

96% PLAYABILITY
• Not as accessible as the original, 'cos of the two-player mode, but blindingly good fun anyway!

95% LASTABILITY
• Even if you complete the one-player game, you can always try two-player or the other options

97% FORCE
• One of the best games of the year and definitely worth the wait!

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It's Americana. It's crude. It's FARTMAN! Do we mean the BLACK MARSHAL? Hell no! But he seems to know quite a lot about this flatulent fiend...

You thought you'd seen it all. Well, you ain't! **Howard Stern** is a New York radio personality, known for his off-the-wall, sometimes gross and crude humour. Not enough that he's had a syndicated TV show just as bizarre on the air for the last two years, that's even took viewers from *Saturday Night Live*. Now the ultimate has happened — which could destroy all life as we know it...

Stern has a movie contract to bring his character **Fartman** (this is not a misprint!) to the silver screen for the Spring '93. Fartman obviously fights crime using anal eructation — can't hurt that Stern is this huge 6' 5" guy with long black hair.

The character made his public debut at the recent **MTV Music Video Awards** show. Fartman flew (blew?) in on wires over the heads of an uneasy crowd, dressed in an outlandish outfit consisting of tights and cape, with built-in muscles, a flashing 'F' and his belly revealed, not to mention another area I won't point out — but it's 'behind' us. Stern was a non-surprise hit — hey, it's the music industry after all.

What does Marshal think this is, *High Noon*?! Still, he was quite a hero at the 16-Bit Show.

I thought you should know, as I feel it's my duty to keep you informed of the important issues and events. And no, I do NOT expect a Fartman video game in the near future.

The Konami games kometh!

Nothing wins like success, or so the saying goes. In the video game business, that means the great god SALES, the bottom line that dictates which game console to produce for. So it looks like the MD is hitting the heights 'cause **Konami** have announced their entry into **Sega**'s third party licensing group.

These are the guys who make the big bucks with Mutant Turtles, Transylvania et al — and they don't jump 'cause they like the letter 'S.' Hey, we said it a long time ago: once Nintendo removed that exclusivity contract that forced a company to keep their game locked onto their box, that was it, babe!

Not that Konami are gonna leave their roots behind (they're releasing over 15 Nintendo titles this year) but there's some cool stuff for **Sega**. Two all-original games will be offered for the holiday season: *Teenage Mutant Ninja Turtles — The Hyperstone Heist* and *Sunset Riders*, based on the classic coin-op.

The next offering is *Tiny Toon Adventures*, planned for Spring '93. This features the affable characters from the Warner Bros/Steven Spielberg animated cartoon series, and consists of a 'Wacky Womp through Wackyland'.

Gears're cookin'!

'WE'RE NEVER WRONG, BUT' Dept: Looks like **Sega** are gonna keep pushin' that Game Gear till it clicks or grinds back into sand. They lowered the price to under a hundred bucks, tossing in *Sonic* for another 30 as a package deal, and giving out headphones and stereo radios took them through a quiet summer.

But the heat could be heavier than a simmer with the holidays starting up, mostly 'cause of the slew of games coming out before the end of the year. There are 8-bit versions of the big un's coming out: *Sonic 2*, *Taz-Mania*, *Talespin*, *The Little Mermaid* and *Holyfield 'Real Deal' Boxing*, plus hot newcomers *Wimbledon Tennis*, *Batman Returns* and *Home Alone*.

It helps that these carts are about 30% cheaper than for the bigger box. It stretches the bucks, which might be **Sega**'s idea — though I think they're hoping to sell both 16/8-bit versions in quantity to the same player. Who knows? Most of the Gear owners have an MD anyway. A 'niche' market it ain't!

Bare-faced cheek! New York radio star Howard Stern doesn't care what people think of his methane-pumping alter ego. What a stinker! His audiences don't seem to mind, though — Fartman's so popular he's getting his own movie!

Phew! What a belter! These weirdo American DJs really know how to store up the gas — and fire it out again! The top pic's living proof that they talk out their arse, though we're sure the audience at the MTV Music Video Awards would've preferred it if Fartman had kept his comments to himself!



Super Sonic sales pitch!

The big news is the $10,000,000 advertising campaign overflowing the States for **Sonic** and his friend, **Tails**, hitting every place gamesplayers live: MTV, Saturday morning cartoons, sitcoms, sci-fi shows, on and on, ad nauseam. **Sega** expect to get their investment back in spades — projecting sales of '*2*' hitting in excess of two mill in the States alone (at an average retail of $55, that's some 110 million greenbacks for the MD cart).





What a hero! You've gotta admire Sonic's bravery and speed. Sega obviously have confidence in him — $10m's worth!

The trick, as I see it, isn't *Sonic 2*'s release on all platforms simultaneously, but that the blue buzzhead will be everywhere, building up momentum with teasers that salivate the gamers' glands until the arrival of 'Sonic2sday' — Tuesday, November 24 — when gamers from Tokyo to New York will lay their lives down and try to leave a store alive with a cart.

The date above is geared for the States direct, it ain't accidental. Just in time for all the schools to be off for the Thanksgiving holiday weekend, which just happens to be the weekend when the most $$$ are spent.

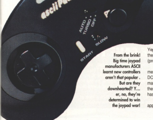
But really cool — besides all the TV commercials, the special 'sneak looks' at carts brought surreptitiously into stores like leprechauns trapped in sacks, the commemorative comic books etc — is the star-studded launch event held in New York to celebrate Sonic's arrival to the world. Too much zowie for me, for sure.



Near-death experiences

We almost weren't able to tell you about this. Even video game companies are having trouble in today's recession — **ASCII Entertainment**'s parent company in Japan (ASCII Corp) came close to going under recently.

Would've been a shame, too, 'cause they've a hot new controller worth getting your hands on. It's called the **Asciipad SG**, fits the hand well and has independent auto-turbo controls for each button (24 shots a second) plus a slo-mo system.



From the brink! Big time joypad manufacturers ASCII learnt new controllers aren't *that* popular . But are they downhearted? Y... er, no, they're determined to win the joypad war!

Super heroes. What would video games be without these monkeys in their tights and bulging biceps? It'll interesting to see how well **Sunsoft**'s *Superman* game does when it comes out next year, since the character being hyped will be *dead*! Yep, you heard right. **DC Comics** are killing off the man himself in part 75 of Superman comics (probably out by the time this goes to print).

The guy doing the 'honours' is Doomsday, a mental case with cosmic powers. According to DC, it'll take a few months to sort out the aftermath of Supe's passing — purported to occur in the midst of the most horrific violence Metropolis has ever witnessed.

DC are making the most of this: the story will appear in four different comics, featuring different covers plus goodies like an armband, mock stamp etc. Pre-ordering of the entire set has dropped lots of bucks into the retailers' hands these last two months — the package saves you almost 50% and includes a special T-shirt with a dripping black 'S' on it. Did I reserve a copy? Damn straight.

Tanked up

Super Battle Tank's coming to **Sega** and the MD version looks a sure-fire winner. Building on the strengths plotted for that 'other' system, **Absolute** are adding all-new, hard-hitting features to blast gamers' heads, like a 70mm cannon to rupture eardrums.

Briefings now include a chance to check out the chart the Commander-in-Chief uses to set up the mission, displaying vital info on the enemy's arsenal, offensive and defensive capabilities. A border's being added to the long-range radar map so the player can more accurately warp his M1-A1 tank around the screen, and any combination of tanks and helicopters can be seen through the cockpit and engaged at one time.





Tank games have changed a lot from the early days of gaming. The original, *Battle Zone*, used wire-frame vector graphics to portray high-tech vehicles patrolling a bleak planet's surface. Nowadays, things can get too close for comfort, with realistic graphics and true-to-life situations.

More cool is a night-vision option now enables you to see clearly in the dark. Even though it's a one-shot, time-limited function, every bit of help's appreciated, especially when trying to engage the enemy on those pitch black nights!

One question: since MD games can have more 'implied' violence, does that mean the *Battle Tank* graphics will follow that route?

MARSHAL




Cart Charts

Games sales are about the only thing beating the slump! Check out the hotshots here!

MEGA DRIVE



The Terminator didn't last long at the top! Look out for more footy action as *Euro Club Soccer* scorches to top slot!

1	NE	EURO CLUB SOCCER
2	NE	ALIENS 3
3	▼	TAZ-MANIA
4	▼	THE TERMINATOR
5	NE	DRAGON'S FURY
6	NE	BULLS VS LAKERS
7	▼	SUPER MONACO GP
8	NE	EVANDER HOLYFIELD
9	▼	DESERT STRIKE
10	▼	SUPER HANG-ON

Bit of a shocker, that! We all thought *Alien 3* was gonna storm it! Rather, than ol' Ripley, it's the nation's favourite sport that's defeated the acid-blooded fiends. It just goes to show, you can't beat a bit of footy!

MASTER SYSTEM



Storming in at number two, it's *The Terminator.* Old Arnie would be proud! But, hot on his heels is *Prince of Persia* from Domark. Check it out!

1	▲	ENDURO RACER
2	NE	THE TERMINATOR
3	NE	PRINCE OF PERSIA
4	▼	SONIC THE HEDGEHOG
5	▼	ASTERIX
6	▲	WORLD GRAND PRIX
7	NE	NINJA GAIDEN
8	NE	HANG-ON
9	NE	TRANSBOT
10	NE	SIMPSONS

Plenty of new action on the MS front, with loads of new entries creating excitement before the big release (*Sonic 2*, of course!). Psychotic robots, Arabian scimitar duels and high-speed driving — it's all happening on the MS!

GAME GEAR



Looks like arachnophobia's been blown outta the window as Spidey comes flying straight in at the top spot! But will he keep it?

1	NE	SPIDER-MAN
2	NE	WIMBLEDON TENNIS
3	▼	OLYMPIC GOLD
4	NE	MARBLE MADNESS
5	▲	SUPER KICK OFF
6	NE	PAPERBOY
7	▼	SUPER MONACO GP
8	▼	MICKEY MOUSE
9	▼	SONIC THE HEDGEHOG
10	▼	WONDERBOY DT

Wonderboy's dual stint didn't last long! Not surprising with the host of new goodies around — webs and nets have caught a lot of punters this time around! Keep yer eyes peeled for more next month!

YOUR TURN!

Don't forget, as well as reproducing the spot-on Virgin Retail charts, we give you lot the chance to make up yer own, too! We've got hundreds of charts to look through, penned by your own fair hands, and when we compile them all, the closest to the average chart wins a brill Virgin Games voucher. Send yer charts to MY RED HOT TOP TEN, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

1	→	OLYMPIC GOLD	6	▲	CRYSTAL WARRIORS
2	→	SUPER KICK OFF	7	→	SONIC THE HEDGEHOG
3	▲	WONDERBOY	8	▲	G-LOC
4	NE	SPIDER-MAN	9	▼	MICKEY MOUSE
5	▼	DONALD DUCK	10	▼	SUPER MONACO GP

THE GAME FREAKS' CHART!

Here we go with a totally free Virgin Games cart voucher. This month's RED HOT TOP TEN award goes to Mark Iceton of Bishop Auckland, County Durham. His smart GG chart came closest to the average of all yer charts, so the voucher's all his. Well done, Mark! Wait for your voucher then spend it at any Virgin Games Centre or Megastore you like!

As for the rest of ya, take a look at the GG chart then get yer own flooding in for a chance at the winnings!


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What's flat, circular and shiny? Any of the greatest, biggest Sega games. With Mega-CD speeding ahead, BLACK MARSHAL sneaks a peek.

Feature!

Game consoles are the future of fun. Ever-faster CPUs, graphic and video images manipulated as one; all the elements are coming together for a massive leap into hands-on pixelised high tech. And at prices we can afford.

The portals of technology are finally cracking wide open: the home CD-ROM units are finally here. With massive storage capabilities for graphics, game logic and sound — both real and synthesised — CDs are *the* console medium.

You've read about Sega's Mega-CD, its graphic power, how it works. But it's not the box that makes things happen — it's the disks, spinning out digitised voices and pictures that create the excitement to drive this new medium to the forefront.

They'll start slowly, then build into a torrent of titles. So no pausing, let's do it. Here's a first, fast, hard look at what to expect from the leading producers. Lean into it and prepare to be blown away!

BIGNET

Earth, 2160 AD. Dwindling resources have forced you to take command of the lethal human-shaped weapon called C.A.M (Cybernetic Anthropomorphic Machine) and search the outer resources of space for desperately needed raw materials.

All probes sent out have disappeared. Could the deadly Akirovians be preparing to attack once more?

As featured last issue, Bignet's *Black Hole Assault* follows the C.A.M's quest to track down and destroy the enemy base, situated at the edge of a menacing black hole. The combat robot must battle hard to overcome increasingly destructive enemy war machines strewn on planets and asteroids throughout the Solar System.

Stereo sound and multiple cinematic sequences combines with one-on-one combat action, eight levels and eight enemy war machines — each with individual powers and fighting characteristics and weapons — plus a tournament mode.

Planetary environment affects gameplay (such as lightning on Venus and ice on Mars) and there are over 50 (yes, *50*) menacing moves to master as you strive to reach those lethal Enemy Bosses.

Can't wait to get hold of your ultra-cool Menacer Light Gun? Neither can we! After seeing all the red hot stuff in development for it, like Terminator 2, and getting a sniff of the blaster in our preview (SEGA FORCE issue 8, page 28), this one's gotta be worth the asking price!

FLYING EDGE

You've seen the film and played the coin-op. Now bring it home with *Terminator 2: The Arcade Game*, a one-two punch that drives your nerves to the max.

All those CD sounds and stereo channels mean the music from the film can be piped right in — and the same goes for those loud, destructive effects. Massive storage means graphics a-plenty — and using the infra red Menacer lightgun means frightening, violent weaponry at your command. Are you up to the challenge of taking on the Terminator?

The roar of the crowd. The swish of the ropes. The *THUD!* of bodies being tossed to the mat! It can only be *WWF Mega Wrestlemania.*

Flying Edge take the World Wrestling Federation superstars and apply them with bone-crunching force to the Sega CD. See Hulk Hogan, 'Macho Man' Randy Savage and The Ultimate Warrior (among others) come to life as never before.

CD SIGHTS



True ringside sound effects accompany every leap, every kick to the stomach, every suplex or piledriver. Speciality moves for each wrestler ensure his fighting style triumphs over the foe. Go for it!

JVC MUSICAL INDUSTRIES:

First there was Alex Kidd, a refugee from the Master System. Then the infamous Sonic. Now comes *Wonder Dog*, perhaps the greatest ever animated hero for the Mega Drive.

A variety of animated effects tie in with his amazing abilities to outmanoeuvre enemies. He takes on those baddies with such super powers as flight and his amazing spin-digging whirl — WD will show you how it's done. Take him through eight levels, with 400 foes attacking from every direction. Time to get manic.

WonderDog wasn't always a canine superhero, y'know. Once he was just a cute little puppy… until he was separated from his loving owner. His story's told in an impressive cartoon intro that'll melt your heart.

Unpredictable enemies wandering murky labyrinths is what you'll find in *Dungeon Master: Skull Keep*. Experience the intricacy of Skull Keep's mysterious dungeons for adventure and excitement, combat with swords and intricate magic — all viewed in first-person perspective, served with spectacular new levels featuring animated graphics and stereo sound effects.

A 'point 'n' click' interface makes movement easy, though the choices for your party of adventurers aren't! Choosing direction is just an 'arrow to the left' away, and you can check vital signs, inventory and weapon status of the group at will.

Use their abilities to fight and create magic, as you strive to uncover the secrets hidden within the cold, dank walls. Sometimes backing off from a monster's a wise decision — if the thing'll let you! Beware the slime… and watch your back!

Your family murdered, your father kidnapped. Through potent genetic mutation you become an awesome psychic man-wolf — the *Wolf Child*. Seeking revenge takes you through many levels of heart-pounding danger, countless animated foes of evil and destruction barring your way.

But you're damn tough so make ample use of the wide variety of weapons found along the way — none of the evil creatures must prevent you from rescuing your father.

Highly detailed graphics combine with sound and graphic effects to make this the one to beat. Comic book-like viewing sequences add to the mix for a visual treat. Fast reflexes required.

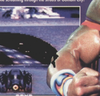
It ain't easy being a pirate, just ask young Guy Threepult.

The Barbary Coast is no place for honest folk but he wants to do more than just get along with the other cut-throats and scurvy knaves seeking treasure. He wants to become a great pirate in his own right — which means he must discover *The Secret Of Monkey Island*.

The highly entertaining LucasArts game comes to the Mega-CD with all the ease of the S.C.U.M point 'n' click interface, as well as the humour and mysteries. Solving the logical puzzles and having complex, meaningful conversations with the many inhabitants of the island is just the beginning of the adventure. There be secrets here!

All-new graphics have been added for close-ups and cutaways, plus stereo sound effects and a full musical score. The pace won't let up so *you* can't, either. It ain't easy being a pirate.

Here's something you won't see if you buy the common-or-garden cart-based Batman Returns (reviewed on page 34) — the Batmobile screaming through the streets of Gotham City!



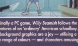


SEGA

Batman Returns may be showing up on a lot of other game platforms but it'll be smokin' on Sega's CD. Action and arcade-driven scenes mix with digitised and computer graphics — all to the beat of sound effects and music derived from the blockbuster movie.

Drive the Batmobile through the mean and dark streets of Gotham City, with 3D rotation of street objects as you flame along. Massive graphics flash and disappear around you, moving at breakneck speed.

The huge storage capacity of the CD-ROM, coupled with the Mega-CD's extra processor, means more than just your average



Originally a PC game, *Willy Beamish* follows the adventures of an 'ordinary' American schoolboy. The background graphics are a joy — utilising a wide range of colours — and characters amusing.






game-based-on-the-movie. It means hitting the 'cutting edge' and pushing the Dark Knight for all he's worth.

Sierra's humorous graphic adventures continues with Space Quest IV, above, the latest episode in a famous PC saga, improved with the advent of CD ROM.

SIERRA ON-LINE

It's tough bein' a kid, especially if your little sister's always tagging along, getting in your way. Having a set of parents in the flavours of 'frustrated' for Pop and 'neurotic yuppie' for Mom doesn't help. Nor does the fact that Grandpa's always hanging around — and he's *DEAD!*

In *The Adventures Of Willie Beamish*, you have to solve the kind of puzzles kids face every day, like getting through classes at school 'a bit' unprepared and finding neat things to do around the neighbourhood. 'Course, it doesn't help that strange things are going on — creepy stuff and mysteries to solve. Disney-style artwork and cool sound effects make *Willie* a hoot. But there's still that frog to check out.

The 3D adventures continue with *Kings Quest V*.

I've followed the exploits of King Graham and his brood, solving the puzzles and riddles along the way. But now the entire royal family is missing! This ain't good.

You'll have to dig out your trusty sword and backpack and rescue them, aided by a talking owl and an old wizard (they're never young, are they?).

What bizarre creatures will you discover, what mysteries will unfold? This is Sierra's most cinemagraphic animated adventure ever.

Roger Wilco never wanted to be a hero. He'd prefer to be left alone to pursue his vices... er, interests. All right, he's saved humanity and assorted alien cultures in the past. Can't a fellow be left alone?

Space Quest IV sees Roger tiptoe messily through time, in an attempt to avoid the Sequel Police, out to make sure there won't be any more of these *Space Quest* adventures!

Fortunately, Roger's aided by the Time Rippers and miscellaneous humorous scenes, so his head'll stay connected to his shoulders. Probably.

SONY IMAGESOFT

Make Your Own Videos should be a hoot to play with, partly because Imagesoft can draw on Sony's stable of musical talent as you select from a wide range of video images and special effects.

'Ha har, Jim-lad!' Further graphic point 'n' click adventures as Lucasfilm Games' highly-acclaimed The Secret Of Monkey Island reaches the Mega Drive. Laughs abound as you slip into the shoes of a hapless would-be pirate, Guy Threepot.

The 'game' mode puts the strain of real-time deadlines on your head, as you have to produce videos minutes before air-time. The 'Edit' mode will be easier, giving you time to fine-tune it just right.

Digitised images taken from today's hot artists and their latest videos will combine with CD sound and a host of features to make this the interactive video equivalent of sticking your face in a picture booth as it pops off four shots.

Pure arcade reflex fun, that's *Sewer Shark*. Your job is to fly through the underground subways and sewers of a post-nuclear future, delivering food to remnants of humanity still holding on in the depths.

Of course, there's plenty of junk, mutant and otherwise, that gets in the way. But speed and a quick, steady gun hand should see you through.

With animation running about twice as fast as cart-based games, expect to develop callouses on the controls. While the visuals are pounding away, digitised actors melding with computer graphics, there are CD-quality sounds, music and voice effects to back it up.

Can you handle the heat? If not, get out of the sewer!



TENGEN

Take one martial arts fighter. Add a strong man and kick-boxer, then mix liberally with bad-assed bikers, bruisers and street brawlers. The result could only be *Pit Fighter II*.

Digitised graphics and sound abound in a game where the only victory is in seeing your opponent smashed to the ground and the only prize is cold cash. And the more brutal you fight, the more cash you win.

Taking on the persona of Buzz (brawny but a bit empty-headed), Kato (third degree black belt) or Ty and whomp those opponents good! We're talking no rules here, just go for them with fist, sticks, barstools... whatever's lying around.

Stay away from the crowd, too. They may be cheering but they'll punch as well as toss you back if ya try and hide among 'em (with friends like these, who needs enemies?). If you can take on all-comers, the ultimate battle with the Masked Warrior awaits.

VIRGIN GAMES

As a scientist, you're used to dealing with the unknown. But being baked 'n' shaked by a particle accelerator gone wild don't do you any good. You come to in the weird domain of another world, filled with strange shapes, deadly traps and plenty of alien monsters who'd like you for lunch.

Get your bearings and find tools and weapons to use; learning the rules of this new environment is the name of the game here. Which is, by the way, *Out Of This World*.

Fluid animation combines with arcade-style action and puzzle solving. Polygon-derived shapes make this a visually unique treat, and there are additional levels and intense music in this CD-ROM version.

He's big, bad, metallic — and you gotta take him out! He's *The Terminator*, a robotic killing machine sent from the future to wipe out humanity's hope for salvation.

As Kyle Reese of the Human Resistance, you battle through many levels in an attempt to save all Mankind from destruction. Along the way, attack and be attacked by many mechanical foes.

This version's based on the 16-bit cart but adds five levels. Speech taken from the film is part of the mix, used for narration and cinematic cutaways.

Besides redoing all the digitised images, there are near-full motion sequences taken from film footage, plus sampled sound using the 16 available sound channels.

Can you stop the ultimate killing machine? ■ Sega CD screens may vary


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What happens when new games blast into Game Freak Alley?

First and foremost, us SEGA FORCE bods sit and play 'em for hours. Then, we huddle together in a big group (rather like a rugby scrum!) and weigh-up the pros and cons. We've got the knack of knowing when a game's a Smash right from the start!

Our comments are both fair and accurate. Two reviewers give their personal opinion and percentage for each game. These are reflected in the final FORCE rating.

Unlike most magazines, you get to see what's what right from the start. All our review pages are labelled, no hunting around trying to fathom out which system the game's on.

The synopsis section's always in the same place and comment boxes are clearly defined, with a short, snappy comment.

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Look at our index below and find out why our reviewing system's the best in the world!

SF Rating

99% PRESENTATION
● This one tells you how much effort's been put into the front end — how professional's the game

99% VISUALS
● What are the graphics like? Animation? Here's your at a glance guide to how the game looks

99% SONICS
● Ear blasting, atmospheric FX? Or a sad wimp-out of bleeps? Find out here

99% PLAYABILITY
● Are the controls difficult? Is it original and fresh to get in to? Have a look here

99% LASTABILITY
● Are you gonna complete the game in an hour or a year? Will it last to give true value for money

99% FORCE
● The overall SEGA FORCE opinion at a glance. Take it away!

EEEUUURGH!

These luv'ly boxes are usually used to show you any exciting bits and pieces you can pick up and use or those nasty end of level guardians. Looks like we've got a real mean mutha here!! Seriously though, take a look at the faces in the corner of the comment boxes. If the expression's happy, we like it. If not, we don't. It's as simple as that. Catch the Sumo too! If he's happy, like the one above, it means the game's gone down well in Game Freak Alley. You get the full lowdown here, y'know!

FORCE CONTROL

+ ● Face the facts! Some games are just too darned easy to control. Because of that, you don't need these boxes all the time!

A ● Basically, if we reckon the game's a bit tough on the old joypad fingers, or if it's gonna cause your thumbnail grief, we include the box

B ● Look at games like Olympic gold! Thoseraces are a doddle, just smack A and B and you're away, but what about those diving moves!

C ● Then again, there're all those weapon selectors and changers nowadays. Strewth! If it's tough, we'll tell you what to do!

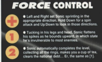
SEGA FORCE SMASH

Reviewed!

He's back! The blue streak spins and loops once again, defeating evil and freeing the odd rabbit wherever he goes! The SF deadheads take his latest game for a spin!



Anyone remember *Rings On Their Fingers* with Martin Jarvis and Diane Keen? Wasn't it awful? Here Sonic's cloud-hopping to recreate that very sit-com! (Or is he?)



Ade drools... 'IMPRESSED!'

Those peeps at Sega are a clever little lot. They've produced a totally different version of *Sonic 2* for the MS and I bet they're hoping all Mega Drive owners who own a Master System will buy both versions!

As Paul says, the first couple of levels have a weird colour scheme, which initially put me off. In fact, my first feeling was 'Oh God! This is gonna look crap!' But after the 'are we expecting too much from this?' factor had worn off, I was suitably impressed.

There's a lot more to MS *Sonic 2* than first meets the eye. Look very closely and you'll notice some of the scenery's different in places. Bash this and you find loads more secret rooms than there were in the original.

The main sprite hasn't changed, control's the same and he still moves like a good un'. Don't expect split-screen action and two-player mode here, folks; the set-up's the same as the first game.

Like *Sonic*, the sequel may prove to be a birrova doddle to hardened game-freaks, but the new elements (ie, hang-gliding etc) make for a more enjoyable game.

I only have two gripes: each stage is in need of a few more bad guys and the sound's a touch weak. Nothing too major!

Sega have done well with this follow-up. I'm sure the decision to go for a different look wasn't taken lightly but it works well. *Sonic 2* has the edge over the original on gameplay rather than looks. Go get it!

ADE 93%

If there's one thing you can say about Doc Robotnik, he's persistent! Yes, he's up to his old tricks again (world domination and overdue library tickets) but this time he's got a new crime... KIDNAPPING!

Sonic's loveable friend, Tails the Fox, has been cub-napped and is held captive in the Crystal Egg (isn't that a gameshow?). In the true spirit of friendship, good old Sonic's gonna free him. Or is he?

Sonic's got all his trusty abilities. He spins and jumps his way out of trouble, which is just as well 'cos this time Robotnik *really* means business. This is gonna be Sonic's toughest test! Rumbling mine carts and precarious- precipices (say that when you're drunk!) make Sonic's life a right bitch!

Sonic has a few new talents to master. He must hang-glide or fall faster than *Eldorado*'s ratings! He'd better brush up (a Tails joke if ever I heard one! —Ed) on his front crawl, too, 'cos it's sink or swim time in the Aquatic Lake!

However, Sonic has a few tricks up his sleeve (do hedgehogs have sleeves?). He bounces across water, a bit like the famous bomb, when you repeatedly press the jump button! He can travel inside air bubbles and float around the levels!

The Chaos Emeralds *still* have to be found to progress to South Island, where the evil Doc must be defeated.

But before Sonic can even get near the island, he has to complete seven levels of frantic fun, kill each end-of-level robot *AND* collect the seven emeralds from their hidden locations. PHEW!

Looks like Sonic has his work cut out for him. And all this for a fox! SF



SO
THE HE

Above left: Robotnik's evil detainment ball! Having captured all the cute likkle furry animals, he stuffs as many of 'em as he can in these metal spheres — a somewhat extréme version of Sardines!

Above right: A guided tour of a Victorian sewage system! Sonic curls into a ball and spins toward fresh air!

Ah, nostalgia ! Those lazy days, listening to Radio 1 (no FM when we were lads), reading comics, drinking pop and throwing the emptys at next-door's cat. Drifting back to yesteryear, Sonic scales the east face of the loop, just like in the original *Sonic The Hedgehog*. He's put on some weight since then but with sufficient run-up he can still make it.



Paul croons... *'SEGA HAVE DELIVERED THE GOODS!'*

Clever old Sega! Instead of trying to scale down the MD version, as they did with the original, they've opted for a totally different game — and well good it is, too!

Sonic bounces around with real speed, jumping on clouds and splashing around in lakes! They haven't changed the controls and thus haven't altered the feel of the game. Great!

Presentation's good, though there are some bland colours on the first two levels (see *Taz-Mania* for how MS graphics can be) and the sound isn't 'thumpingly good' (though check out the Aquatic Lake level — well nice!) but these aren't major complaints, just little niggles.

So Sega have delivered the goods a second time around! Sonic breathes again with new moves, new mates, seven levels of play, each with end-of-level meanies to bash, and those all-important '£2.99 at Ratners' Chaos Emeralds to collect! OH BOY!! You're gonna be twice as busy with this hedgehog! ***PAUL 89%***

GO GET 'EM, SONIC!

Underground Zone: Stand on the slope, time your jumps over the bouncing bombs and they destroy the creepy-crawly for ya.

Sky High Zone: Spin to destroy the chicks on the upper cloud, drop down and finish off the eggs below, then spin-jump on the bird.

Aqua Lake Zone: Wait for the seal to blow up the balloon and balance it on his nose. Now jump and spin onto the ball to knock out the seal.

Green Hill Zone: Watch out as this bugbear rolls into a ball. Wait until he stops then roll into him to finish the furry devil off.

Gimmick Mountain Zone: Look out for the beast on wheels! Jump over it when it attacks then spin-jump to kill it off. Wheel done!

Scrambled Egg Zone: Meet up with your metallic counterpart with the spike! He flies as well as runs, so spin-jump to the death!

It's *Wheel Of Fortune*! This spinning disc gives your jumps a much-needed boost.

'But Mummy, why are your hands so soft?' Sonic travels by bubble when underwater.

Miles Prower Esq, aka Tails, the baby-eyed chum Sonic must rescue by retrieving all seven Chaos Emeralds.

SF Rating

80% PRESENTATION
● Good static pics of Sonic and Tails between levels, no options, no continues

85% VISUALS
● First couple of levels are bland, Aquatic Lake looks good. Good animation, slick scrolling

79% SONICS
● Jaunty theme tunes we've come to know and love. Nice sound FX

93% PLAYABILITY
● The extra elements make for a more playable game. Sonic's easy to control, responds well

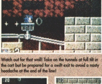
91% LASTABILITY
● Seven levels and final showdown. Not overly difficult but plenty of hidden areas to find

92% FORCE
● More tasks than the original. Doesn't look as good but plays like a dream

● PRODUCER: SEGA
● GG: NOV ● MD: NOV
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £34.99



Riding along in a... er, um... mining cart, actually! Mine-d you (groan!), at the speed you're travelling there's no chance of getting locked in the pits when they close! Is that end-of-level nasty really Michael Heseltine?!



Watch out for that wall! Take on the tunnels at full tilt in the cart but be prepared for a swift exit to avoid a nasty headache at the end of the line!

SONIC THE HEDGEHOG 2

As befitting his cheeky nature, youthful good looks and all-round cuteness, Sonic's latest adventure's also available on the 'compact and bijou' small screen. But the challenge proves size ain't important...

The evil Dr Robotnik's back with his most devious plan yet! The vile villain's constructed an awesome weapon: the Death Egg! With this weapon, Robotnik hopes to gain world domination!

Who can stop him? Why, the one and only Sonic The Hedgehog, back and faster than ever!

Take control of the blue spiky mammal and guide him through six levels of super-sonic speed to the showdown with Robotnik himself! Sonic has his work cut out for him as there are more traps and obstacles to avoid than ever before!Blimey!

Our speedy blue hero also gets to go mine cart racing, hang-gliding and water skimming! He must master all of these stunts if he's to complete the mission!

The hideous Doctor's also kidnapped Tails The Fox, one of Sonic's friends. To save him, you have to complete all of the levels and find all the fabled Chaos Emeralds. Do this and you race to the secret last level on Crystal Island!

The Game Gear version's almost identical to MS *Sonic 2*. The main difference is that the Sonic sprite's a lot larger here, making him easier to see and control.

There are animals to rescue, bad guys to beat and a planet to save! So get those super speed boots on and start running!

Chris gasps... *'HELLISH TOUGH'*

Expecting a direct port over from the MS version? Forget it! Sure, the Game Gear scenario's the same and most of the levels follow exactly the same route as the MS outing, but there's been some serious tweaking to the gameplay en route to the handheld scene. It doesn't take you long to realise you've got a whole new set of problems on your hands.

Where obstacles were fixed on the MS version, they're now random, making progress hellish tough! It's fast, furious and outrageously good fun.

Leaving that aside, the sprites are big, clear and move like a dream. The sounds are great, as you'd expect, and without further ado, I solemnly declare *Sonic 2* a must for all Game Gear freaks out there! **CHRIS 93%**

The bouncing bombs come at you randomly. — take care!

SF Rating

88% PRESENTATION
● Great opening sequence, continue-plays when you get enough points

92% VISUALS
● Sonic himself looks bigger than before and there's some smooth movement

89% SONICS
● Bouncy Sonic theme tune can get a bit annoying but sound FX are good

91% PLAYABILITY
● The toughest version of *Sonic 2*. Simple controls, practice needed on hang-gliding etc

92% LASTABILITY
● Tough to complete; you'll need to play this solidly to get far

93% FORCE
● Not the best version of the game but the most challenging. A must-have!

● PRODUCER: SEGA
● MD: NOV ● MS: NOV
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £29.99

Mat gasps... *'THE TOUGHEST VERSION YET!'*

Well what can I say? I thought *Sonic* on the GG was a tough little bugger but along comes the sequel and blows it away! It's faster, harder and even more addictive! There might only be six levels to complete but there's no way you'll be finishing *this* in a week!

Each level's split into two main sections then a boss level. Beat Robotnik's hideous creatures at the end and free your imprisoned furry friends (Shame! —Rest of the World).

It's a good idea to explore each level thoroughly before finishing it. Hidden passages are dotted around the place. Sonic rolls into a spiky ball and smashes into walls to find loads of hidden rings and extras!

Handy springs and buffers are dotted around the levels and enable Sonic to bounce and rebound at high speed. The hang-glider's a bit tricky to control, but with practice you'll be sailing through the air better then the Wright brothers (well, one of them at least!).

Sonic 2's finally here but he's gonna take some cracking! **MAT 92%**


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Dinner, dinner, dinner, dinner — Batman! Yep, it's time to recall all those old jokes as Batman's let loose on our consoles once more. Can Bruce Wayne triumph, or would John Wayne have done better?

BATMAN RETURNS

You've seen the film, read the book and ogled Michelle Pfeiffer. Now, thanks to Sega, you can play the game! They're an ungrateful lot in Gotham City! After saving them from The Joker, they're now charging good old Batman with murder! (Who'd be a superhero, eh? Nowt but trouble.)

Mr Wayne smells a rat, particularly since The Penguin's been acting ever so neighbourly and friendly. He even saved the mayor's baby from a kidnapper! So trusting his bat-like instincts, Brucie sets off as his rubber-suited alter ego, Batman, to clear his name and duff in The Penguin.

The action takes place over seven levels, animation sequences between levels showing crucial twists in the plot. Each level's decked out in post-modern and Gothic styles, jam-packed with baddies all waiting to splat the bat for good!

But good old Batman has a few tricks round his waist so he can give as good as he gets. The utility belt slung around his midriff's packed with everything from a swarm of bats to a heat-seeking Batarang!

At the end of each level, Batman has to defeat a boss villain. Catwoman makes life very difficult with her curvy body and lethal whip (kinky!), while The Penguin and his bombing brolly take some beating!

In the words of Pengy, 'You don't really think you'll win, do you?!'

Left: use the girders and elevators to move about in Shreck's Wonderland, but watch out for dwarf attacks out of the blue!

Right: time your jumps over the leaking pipes and drop down the air ducts to meet up with the Cog Men!



THE BAT PACK!

Extra Energy: This little beauty bumps your energy back up. It's vital that you use it only when you need to — and believe us, you'll need to!

Super Batarang: This is Batman's equivalent to the Sidewinder missile! Yep, it homes in on the nearest baddie and wallops 'em! Lovely!

Batarang: Batman's trusty bat-shaped boomerang. Select this icon then fire away at the baddies; use against those pesky gargoyles and clowns!

Extra Batarangs: This gives ten extra Batarangs for your crusade against The Penguin and his cronies. Don't waste them or you'll be sorry!

Bat Swarm: Lying smack bang in the middle of your utillity belt, this weapon unleashes a swarm of bats which cause serious damage. Yeah!

Side Grapple: Time to use your climbing grapple as a weapon! This is very effective against big baddies, like those on Level 3. Use sparingly!

Smoke Bombs: Use these to blind your opponents so you can give 'em a good kicking! They also kill some of the weaker nasties. Well wicked!

Meet the Ice Princess. Or rather, meet the ex-Ice Princess! Right at the start of the game, you get a taste of The Penguin's dirty dealings on the rooftops. Taken hostage by the nasty brute, she takes a tumble from a very great height and no matter how hard you try, Batty just can't reach her in time.
Not to worry, this just fuels his anger to get even with the dirty beggar. Strap on yer utility belt and take on one helluva tough battle!

Beware the goblins! They may look like harmless chunks of stone but once they've come to life they come at you from all angles. Master the flying kick and take 'em out before they cause too many problems!

So you've made it to the top? It ain't over yet! Keep dodging those Penguin bombs or your energy points drop off in no time!

Get used to throwing up your rope and flitting about between levels. The quicker you move, the less vulnerable you are to attack without some protection!

Ade flaps... *'DROVE ME BATTY'*

The original *Batman* game from Sunsoft was a corker! Sadly, Sega's *Batman Returns* isn't cast in the same mould. I couldn't bring myself to play it for long. Yep, you guessed it — the darn thing drove me batty!

To be fair, the visuals are pretty good. Each level's not an artistic masterpiece, but the backdrops look fairly sinister and suit the mood of the game.

Batman himself is well animated, though he doesn't look too good in mauve! For some strange reason, the hunky chap's kitted out in a luv'ly shade of purple! He's got a fine selection of weapons, I'll give him that, but swinging from building to building put me in mind of Spider-Man!

There are loads of sound FX and in-game tunes, but many of the ditties are just that — ditties, not rocky, raunchy theme tunes more appropriate to the game.

Presentation's good, with some nicely animated Act Intermissions (as they're called in the instructions) between levels and an adequate supply of options.

'So why did it drive ya batty, Ade?' Quite simply, the main sprite's a bugger to control! Activating the grappling hook in the split-second it takes to drop to your death is a nightmare. Jumping, flying, attacking etc soon become a chore and it wasn't long before I flung the joypad in a fit of rage, vowing never to play the game again!

Overall, a good looking blast which lacks that little something (like playability!).

ADE 68%

FORCE CONTROL

- (+) Left and Right move Batman, and also select special weapon. Up with [C] fires grappling hook. Down and [C] moves him down a platform.
- (A) Whether it be homing or normal Batarang, flock of razor-winged bats or smoke bomb, this launches the currently selected special weapon.
- (B) Knuckle up and punch a bad guy! With Down, a hefty kick in the unmentionables! Hold [B] down to block knives and bullets.
- (C) Holy grasshoppers, Batman bounds! Use with [D]-pad to fire grappling hook. Press twice to control the gliding Batman in the air.



Paul sighs... *'PROMISES MUCH, DELIVERS LITTLE!'*

The phrase 'wasted licence' springs to mind. In fact, for those of you who follow politics, Mr Lamont's VATman would've made for a more interesting game than this incredibly bland offering!

Yet again, a game's produced which will sell well because of its name rather than its content. A bit strong, perhaps? Well, see for yourself — just be prepared to fork out 50 quid for the privilege!

Batman Returns promises much and delivers little. The presentation's good and the animation sequences are most impressive, but the game just doesn't click. The main sprite moves slowly and the baddies give Batman quite a bat-tering (groan!) before our hero can fight back! In-game graphics are very dull, the sound is what headaches are made of and the difficulty level's much too high.

Any good points? It's quite a challenge to complete, though why anyone would want to God only knows. If you're a collector of Batman memorabilia you might be tempted, but there are too many bad points for me to recommend this to any except the terminally bored.

Sorry, Sega, but it's bat to the drawing bored!!

PAUL 69%

Above: Hosiery, *Men's Outfitting* and a rather irate Penguin on Level 1. Going up! As soon as the elevator reaches the next platform, dive off to the left and dodge The Penguin's missile attacks. When he settles on ground level, let him have it wih some 'rangs then back off again while he attacks. Keep repeating this and you'll have him licked in no time!

Left: uh-oh! Looks like Batty's gonna have a headache in the morning! The daredevil motorcycle riders don't know the meaning of fear. Try to work out their sequence of attack and use 'rangs to pick 'em off before they hit you. If you've run out of 'rangs, try a few well-timed punches or simply jump up and over the bikes that come straight for you. The ones from above? Duck, ya fool!

Above left and right: think you've passed muster by finishing off the tough guy at the start of Shreck's Wonderland? Think again: there's a whole series of jester knife-thrower and rollerskating gladiator-filled mazes to complete before you see the light of day from this mutha! Keep collecting the power-ups!

Isn't it always the same? Get over an obstacle on the floor, like these spikes, and those nasty basts know just when to attack when you're off your guard! In the cathedral, the goblin strikes are hard to avoid, while the dwarves on the machine guns can do untold damage before you even realise they're there!
Perhaps things could have been made a touch less tough by the developers in what's otherwise a superbly crafted game. It's a struggle but it's well worth the effort.

SF Rating

75% PRESENTATION
● Good intro and animated sequences, options screen and continues

77% VISUALS
● Average in-game graphics and backdrops but good main sprite

72% SONICS
● Plenty of sound FX, annoying in-game tune. Where's the *Batman* theme?

66% PLAYABILITY
● Boring, repetitive gameplay hindered by awkward controls

68% LASTABILITY
● The seven levels present a challenge, if you can be bothered to play through them

69% FORCE
● Should've improved on its predecessor. Sadly, it's just another fly-by-night!

● PRODUCER: SEGA
● GG: TBA ● MS: TBA
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £49.99



In days of old when knights were bold (though not as much as our Ed!), King Arthur sent Galahad adventuring! Strap on your sword and sally forth as SEGA FORCE buckles its swash!



Hopping between the trees becomes a way of life in World 2. Those snakes don't seem to do an awful lot, but jump onto their branches and you get a nasty peck you won't forget in a hurry! Remember, even though you seem to have a fair few hit points, they drop off very, very quickly!

Always remember to look before you leap! Standing on a peaceful stretch of waterfront, those evil killer-fish appear just when you thought it was safe! If you've got the power sword, use it to pick them off then move on!

GALAHAD

It's surprising more games haven't been dredged from Arthurian legend. Even though this one doesn't appear in the original texts, the plot's got all the mystery of an original!

In the Eastern land of Kasako, the powerful wizard Miragorn Cimmerian has stolen various treasured artefacts from King Arthur in a brazen attempt to overthrow him. If that weren't enough, he's also nicked off with Princess Leandra of Psygnosia (wonder who developed this game?!). On a quest rivalled only by that for the Holy Grail, you, as Sir Galahad, set out to recover the artefacts, rescue the princess and put an end to the dirty devil of a sorcerer for good!

Set over three very different and very hazardous worlds, each with seven levels, *Galahad*'s an arcade adventure which pits you against dragons, giant snakes, evil carrion birds, foul fish, elves and henchmen a-plenty.

Stop off at the Weapons Master's huts to build up your armoury, collect coins to buy more equipment and complete each task as you go to restore King Arthur's precious belongings.

The number of lives and worlds you can visit varies, depending on the difficulty level you choose. Training allows access to World One only. Progress to Normal and you get passwords for higher levels, though with fewer lives progress is tricky. For the toughest outing of all, Hard gives only the minimum of protective armour against extra-tough opposition.

Combined with the limited continues, *Galahad*'s one tough outing. You won't complete it in a hurry but you're gonna keep trying till you do!



FORCE TIP

The dragon ducks forward a bit once, then much further straight afterward. Now close in for a few good slashes and jump back while he repeats his two forward movements. Good timing sees you through!

POTION PERILS

Potions: Grab these for a much needed boost to your engy points. There are quite a few lying around, but you need all you can get

Death: Potions, like the triangle slices, must be picked up quickly, otherwise they turn nasty and kill you without so much as a by your leave!

Mat says... 'AVERAGE ROMP'

At first glance, *Galahad* has the same look and feel of both *Alisia Dragoon* and *El Viento*. As you can see, it's your basic platform romp with a few extra twists thrown in for good measure!

The Knights of the Round Table are a good idea to base a game on but this cart doesn't have a King Arthur feel to it. For a start, Galahad himself looks a bit too Japanese for my liking!

The creatures encountered on the way are more of a pain than any real threat. They tend to sap your energy quickly but one smooth swish of your sword and they're history! The sprites are well animated but move a bit too sluggishly.

The only real complaint I have is the lack of continues. Once you've lost your lives, even if you're on the later levels, you must return to the beginning. Damn annoying!

Not a great game but one that grows on you over time. **MAT 80%**



Chris sighs... *'THERE'S NO 'WOW!' FACTOR!'*

I can't quite make my mind up about this one! At first glance, the whole affair looks a touch simplistic. The main sprite's quite large and reasonably animated but looks slightly cutesy, Japanesey, and when it comes to the jumps, lacks any fluidity.

As for the gameplay, again it starts off looking a touch easy. But once you get the hang of the controls, you soon find some very different settings and a real challenge on your hands!

There are some excellent touches, like using the horse and cart to reach higher cliffs and the weapon huts where you increase your fire power against the tough opposition. The problem with this is when you lose all your lives on higher stages and take a continue. When you lose those extra powers the bad guys are *soooo* much harder to take out!

Still, the difficulty level's about right and even though you get instructions at the beginning of each level, you've still got your work cut out to retrieve the lost artefact and make it back to the portal to the next world.

The in-game ditty won't drive you mad and the spot FX are nicely realistic, especially for the swordplay. One handy point to remember is you can damage nasties behind you as well, thanks to the wide swing of your sword!

All in all, there's not a great deal to fault about *Galahad*. The parallax scrolling's smooth, there's plenty of variety in the obstacles and baddies to overcome but, at the end of the day, there's no real 'WOW!' factor to give it the edge over other arcade adventures!

If you like swordplay and platform adventure you're gonna love this, but it's not the best game of its type.

CHRIS 81%

Seasoned gamesters should know the solution to the swinging ball puzzle by now. Simply wait for the downswing and jump forward to dodge it. Repeat on the way back and it's a doddle!

FORCE TIP

Left: If you've been able to buy the Force Blade, keep pressing [A] to power it up with the Rune Bombs and watch that energy shield shoot out and take out the nasty basts.

Looking for the secret door to the temple? Get up to the top of the cliff and knock hell out of the centre totem pole.

THE WEAPON SHOP

Short Sword: Causes 1 hit point damage and costs a mere 250 coins. Not much cop, but at least it's cheap

Long Sword: With just one dagger it causes 1 hit point, plus one for the dagger. Costing 350 coins you could do worse

Long Sword: A much better bet is the two dagger option, costing 500 coins but causing an extra point of damage

Force Blade: Causes three hit points and pressing [A] with runes bombs causes havoc. A bit pricey though, at 1000 coins

Light Armour: Only use this if you're desperate to save some money! It costs 200 coins but only stops one point of damage

Combat Armour: Protects against two hit points but still won't help you much against the big guys. Costs 250 coins

Field Armour: Getting better! Saves three hit points of damage and costs a mere 300 coins. Should serve you well in the earlier worlds

Battle Armour: Nice stuff, this. Protection from four hit points of damage helps you take out most early big guys at 350 coins

Mage Armour: Strut yer funky stuff in this cool outfit. Costs 400 coins but it's worth every penny for saving five hit points of damage

Time your jumps between the pikes carefully in World 1. There *is* a sequence, so take time out to watch and whizz through to the caverns.

SF Rating

84% PRESENTATION
● Good intro screens and difficulty levels. Password system helps prolonged play

82% VISUALS
● Clear sprites, good movement. Nothing to fault but nothing out of the ordinary

83% SONICS
● The in-game tune won't drive you mad and spot FX are good

79% PLAYABILITY
● Controls are straightforward and you get straight into the action

81% LASTABILITY
● Difficulty levels are about right but the game's a touch samey

81% FORCE
● A pretty smart arcade adventure but not the best of its type

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99



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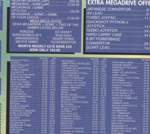
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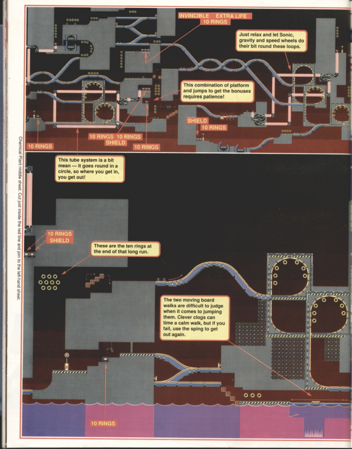
A SUPER SONIC MAP ATTACK!

Get a load of this, gamefreaks! Not your usual Pittstop this issue, eh? While you'll still find a plenty of small cheats and the like dotted around, the tips section this month has been completely taken over by that spiky blue rapscallion, Sonic the Hedgehog. Us deadheads have played *Sonic 2* to death and put together these barnstorming maps for the Mega Drive and Master System versions.

So as you know what's going on, let's tell ya what you can expect to gawp at! First off, the Mega Drive game. The Emerald Hill zones are laid out in glorious Technicolour and, if you manage to crack those, there's the Chemical Plant Zone to race through. For the past few issues, the Pittstop has been a pull-out section. To see your maps in all their glory, grab these pages and give 'em a good tug! Start with Emerald Hill Zone1 and piece the rest together. If you've got ya bits and bobs in the right order, the text, screens and arrows should follow on. Now, grab ya Sellotape and carefully join the pages together. Time to place 'em proudly next to your Mega Drive!

Master System wizardry

Right! Master System owners. To view *your* maps, flip the Mega Drive lot over, rejiggle and, by golly, your Sonic blues are over! There are maps for the three Underground zones, (one under another) and the three Sky High zones. Follow the arrows and read the captions to find helpful pointers and tips on how to defeat bad guys and end of level guardians. If you're a Master System freak with a big brother who's got a Mega Drive, don't let him bully you! Ensure you share the time reading the maps! We don't want any torn pages or broken bones! It won't be long now before you'll be going *Sonic 2* crazy! Enjoy the maps and happy hunting!

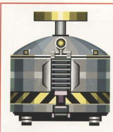

INVINCIBLE EXTRA LIFE
10 RINGS
Just relax and let Sonic, gravity and speed wheels do their bit round these loops.
This combination of platform and jumps to get the bonuses requires patience!
SHIELD
10 RINGS
10 RINGS 10 RINGS
SHIELD
10 RINGS
10 RINGS
This tube system is a bit mean — it goes round in a circle, so where you get in, you get out!
10 RINGS
SHIELD
These are the ten rings at the end of that long run.
The two moving board walks are difficult to judge when it comes to jumping them. Clever clogs can time a calm walk, but if you fail, use the sping to get out again.
10 RINGS
Chemical Plant middle sheet. Cut just inside the red line and join to the left-hand sheet.



This is the big blighter! The knack is to jump on his head as much as you can when his bonce is low enough. He kills you with just one touch. The way round this is to roll into a ball and attack him the best way you can! He's easy!

DEFEATING ROD HULL'S EMU!

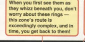
As sure as eggs is eggs, we kid you not! This end of level guardian looks like that flickin' big emu Rod Hull has stuck on his arm. Race to the end of the stage and he pops out of the floor! Watch as he moves from side to side and gape in anticipation as his neck extends. He's not all that difficult to oust. Make a note of his attack patterns and jump for dear life. Watch you don't get trapped between his neck and the side of the screen. He has this habit of squashing cheeky likke hedghogs. One touch from this twittering pile of metal and you lose a life. He's a fairly slow, cumbersome creature and proves to be no match for a speedy blue specimen like yourself. Remember, those friends of yours are depending on you. Defeat him, and some of them fly out of that flying saucer contraption. Hurrah!

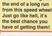


The evil Dr Robotnik is as Mad As Hell, and he's imprisoned lots of innocent little furry creatures in this fiendishly cunning mechanoid honey trap. All you have to do to free them is beat him at his game. You've already got through the Emerald Hill Zone — now it's time to take him on in the ghastly environs of the Chemical Plant. Beware of knee-jerk reactions and watch out for the noxious toxic waste!

At the start of Zone 1 you've got a choice of two routes — go straight on down the first set of rails, or use the platforms to get onto the higher level.



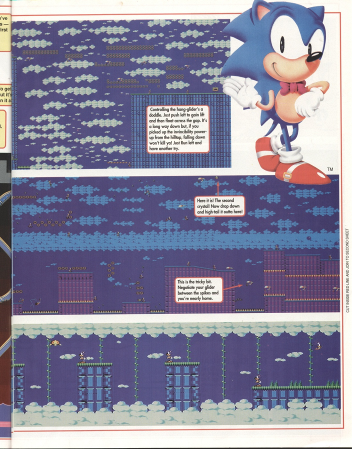




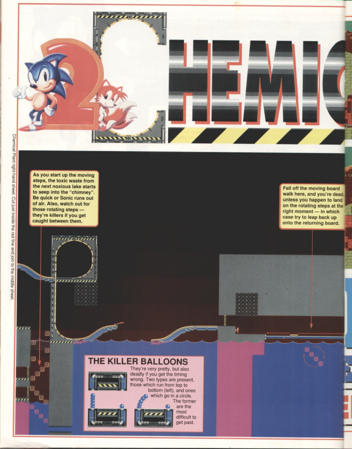
START

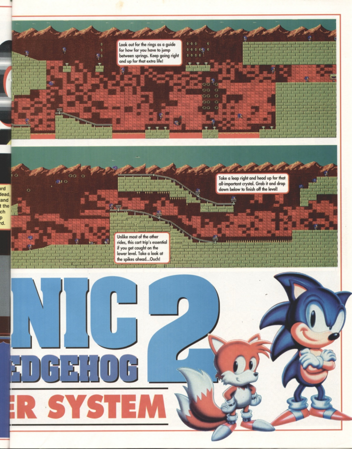
10 RINGS

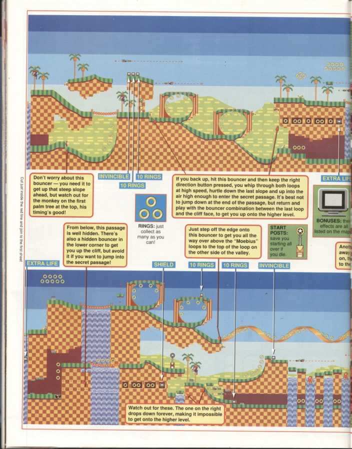
The platform combination is easy enough, but watch out for the rotating board walk beneath. It's best to jump it if you can.



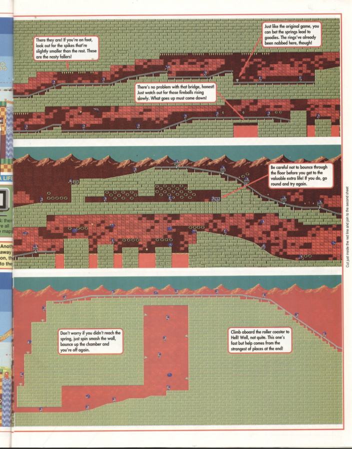
Controlling the hang-glider's a doddle. Just push left to gain lift and then float across the gap. It's a long way down but, if you picked up the invincibility power-up from the hilltop, falling down won't kill ya! Just Run left and have another try.
TM
Here it is! The second crystal! Now drop down and high-tail it outta here!
This is the tricky bit. Negotiate your glider between the spikes and you're nearly home.
CUT INSIDE RED LINE AND JOIN TO SECOND SHEET

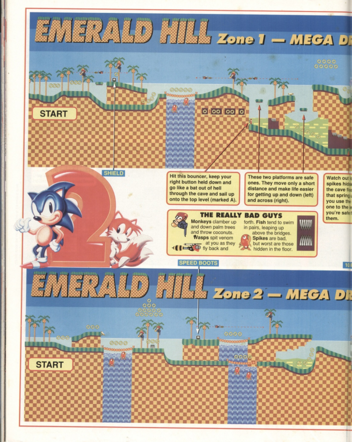

CHEMIC
Chemical Plant right-hand sheet. Cut just inside the red line and join to the middle sheet.
As you start up the moving steps, the toxic waste from the next noxious lake starts to seep into the "chimney". Be quick or Sonic runs out of air. Also, watch out for those rotating steps — they're killers if you get caught between them.
Fall off the moving board walk here, and you're dead, unless you happen to land on the rotating steps at the right moment — in which case try to leap back up onto the returning board.
THE KILLER BALLOONS
They're very pretty, but also deadly if you get the timing wrong. Two types are present, those which run from top to bottom (left), and ones which go in a circle. The former are the most difficult to get past.


Look out for the rings as a guide for how far you have to jump between springs. Keep going right and up for that extra life!
Take a leap right and head up for that all-important crystal. Grab it and drop down below to finish off the level!
Unlike most of the other rides, this cart trip's essential if you get caught on the lower level. Take a look at the spikes ahead...Ouch!
NIC 2
EDGEHOG
ER SYSTEM

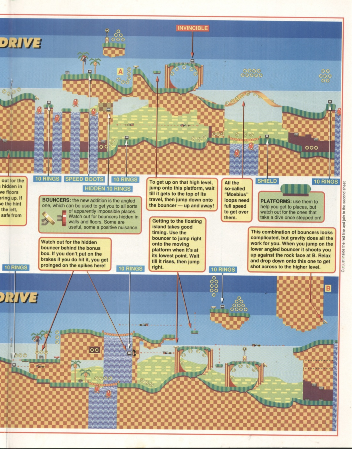


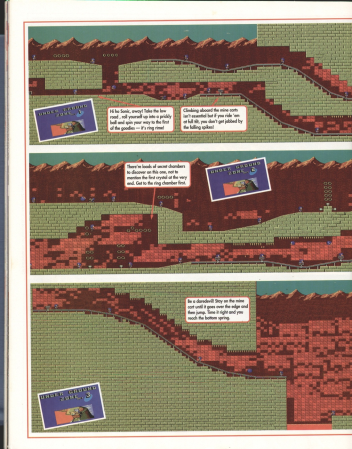
Don't worry about this bouncer — you need it to get up that steep slope ahead, but watch out for the monkey on the first palm tree at the top, his timing's good!
INVINCIBLE
10 RINGS
10 RINGS
If you back up, hit this bouncer and then keep the right direction button pressed, you whip through both loops at high speed, hurtle down the last slope and up into the air high enough to enter the secret passage. It's best not to jump down at the end of the passage, but return and play with the bouncer combination between the last loop and the cliff face, to get you up onto the higher level.
RINGS: just collect as many as you can!
From below, this passage is well hidden. There's also a hidden bouncer in the lower corner to get you up the cliff, but avoid it if you want to jump into the secret passage!
Just step off the edge onto this bouncer to get you all the way over above the "Moebius" loops to the top of the loop on the other side of the valley.
START POSTS: save you starting all over if you die.
EXTRA LIFE
SHIELD
10 RINGS
10 RINGS
INVINCIBLE
Watch out for these. The one on the right drops down forever, making it impossible to get onto the higher level.
Cut just inside the red line and join to the first sheet

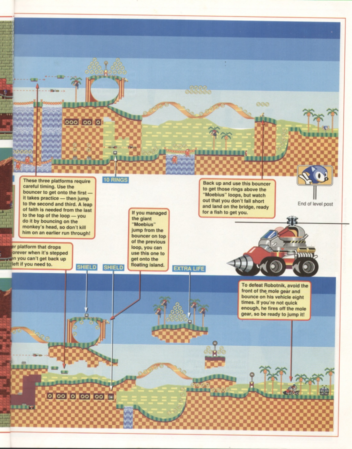

There they are! If you're on foot, look out for the spikes that're slightly smaller than the rest. These are the nasty fallers!
Just like the original game, you can bet the springs lead to goodies. The rings've already been nabbed here, though!
There's no problem with that bridge, honest! Just watch out for those fireballs rising slowly. What goes up must come down!
Be careful not to bounce through the floor before you get to the valuable extra life! If you do, go round and try again.
Don't worry if you didn't reach the spring, just spin smash the wall, bounce up the chamber and you're off again.
Climb aboard the roller coaster to Hell! Well, not quite. This one's fast but help comes from the strangest of places at the end!
Cut just inside the red line and join to the second sheet

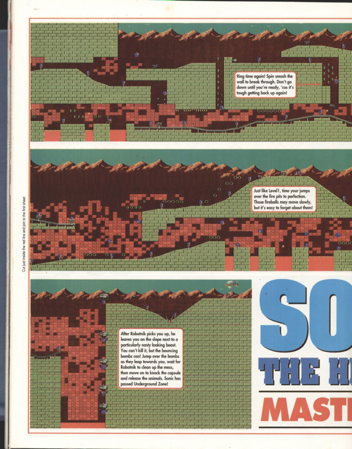


EMERALD HILL
Zone 1 — MEGA
START
SHIELD
Hit this bouncer, keep your right button held down and go like a bat out of hell through the cave and sail up onto the top level (marked A).
These two platforms are safe ones. They move only a short distance and make life easier for getting up and down (left) and across (right).
Watch out
spikes
the cave
you use the
one to the
you're
them.
THE REALLY BAD GUYS
Monkeys clamber up and down palm trees and throw coconuts. Wasps spit venom at you as they fly back and forth. Fish tend to swim in pairs, leaping up above the bridges. Spikes are bad, but worst are those hidden in the floor.
SPEED BOOTS
EMERALD HILL
Zone 2 — MEGA
START


DRIVE
INVINCIBLE
A
out for the
hidden in
ve floors
oring up. If
se the hint
the left,
safe from
10 RINGS
SPEED BOOTS
10 RINGS
HIDDEN 10 RINGS
To get up on that high level, jump onto this platform, wait till it gets to the top of its travel, then jump down onto the bouncer — up and away!
All the so-called "Moebius" loops need full speed to get over them.
SHIELD
10 RINGS
BOUNCERS: the new addition is the angled one, which can be used to get you to all sorts of apparently impossible places. Watch out for bouncers hidden in walls and floors. Some are useful, some a positive nuisance.
PLATFORMS: use them to help you get to places, but watch out for the ones that take a dive once stepped on!
Getting to the floating island takes good timing. Use the bouncer to jump right onto the moving platform when it's at its lowest point. Wait till it rises, then jump right.
This combination of bouncers looks complicated, but gravity does all the work for you. When you jump on the lower angled bouncer it shoots you up against the rock face at B. Relax and drop down onto this one to get shot across to the higher level.
Watch out for the hidden bouncer behind the bonus box. If you don't put on the brakes if you do hit it, you get proinged on the spikes here!
10 RINGS
10 RINGS
10 RINGS
B
DRIVE
Cut just inside the red line and join to the second sheet

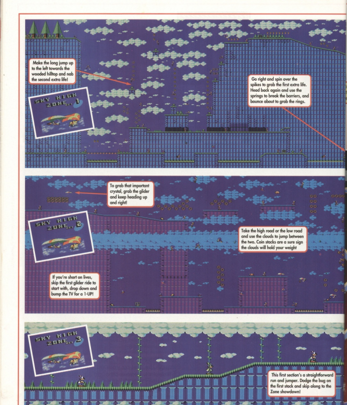

UNDER GROUND ZONE ACT 1
Hi ho Sonic, away! Take the low road , roll yourself up into a prickly ball and spin your way to the first of the goodies — it's ring rime!
Climbing aboard the mine carts isn't essential but if you ride 'em at full tilt, you don't get jabbed by the falling spikes!
There're loads of secret chambers to discover on this one, not to mention the first crystal at the very end. Get to the ring chamber first.
UNDER GROUND ZONE ACT 2
Be a daredevil! Stay on the mine cart until it goes over the edge and then jump. Time it right and you reach the bottom spring.
UNDER GROUND ZONE ACT 3

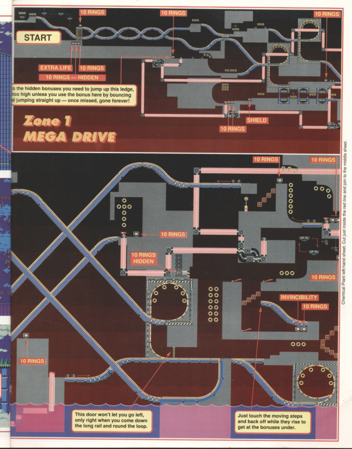

These three platforms require careful timing. Use the bouncer to get onto the first — it takes practice — then jump to the second and third. A leap of faith is needed from the last to the top of the loop — you do it by bouncing on the monkey's head, so don't kill him on an earlier run through!
10 RINGS
Back up and use this bouncer to get those rings above the "Moebius" loops, but watch out that you don't fall short and land on the bridge, ready for a fish to get you.
End of level post
If you managed the giant "Moebius" jump from the bouncer on top of the previous loop, you can use this one to get onto the floating island.
er platform that drops
orever when it's stepped
n you can't get back up
eft if you need to.
SHIELD
SHIELD
EXTRA LIFE
To defeat Robotnik, avoid the front of the mole gear and bounce on his vehicle eight times. If you're not quick enough, he fires off the mole gear, so be ready to jump it!


Ring time again! Spin smash the wall to break through. Don't go down until you're ready, 'cos it's tough getting back up again!
Just like Level1, time your jumps over the fire pits to perfection. Those fireballs may move slowly, but it's easy to forget about them!
After Robotnik picks you up, he leaves you on the slope next to a particularly nasty looking beast. You can't kill it, but the bouncing bombs can! Jump over the bombs as they leap towards you, wait for Robotnik to clean up the mess, then move on to knock the capsule and release the animals. Sonic has passed Underground Zone!
Cut just inside the red line and join to the first sheet

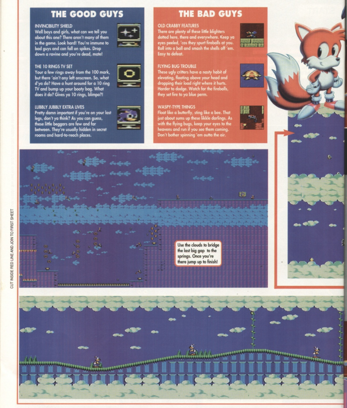
SO
THE H
MAST


CAL PLANT
This is the end of our map — you'll have to get through the rest on your own, but first beating Dr Robotnik takes a bit of doing. Watch out for the rotating boards, and Robotnik's poisonous gunge that he drops on your head if you're not nimble enough…
Sonic, Sonic, Sonic — and Tails — forever…
(Watch out for Tails in his own game soon!)


Make the long jump up to the left towards the wooded hilltop and nab the second extra life!
SKY HIGH ZONE ACT 1
Go right and spin over the spikes to grab the first extra life. Head back again and use the springs to break the barriers, and bounce about to grab the rings.
To grab that important crystal, grab the glider and keep heading up and right!
SKY HIGH ZONE ACT 2
Take the high road or the low road and use the clouds to jump between the two. Coin stacks are a sure sign the clouds will hold your weight
If you're short on lives, skip the first glider ride to start with, drop down and bump the TV for a 1-UP!
SKY HIGH ZONE ACT 3
This first section's a straightforward run and jumper. Dodge the bug on the first stack and skip along to the Zone showdown!



Chemical Plant left-hand sheet. Cut just inside the red line and join to the middle sheet.



THE GOOD GUYS

INVINCIBILITY SHIELD
Well boys and girls, what can we tell you about this one? There aren't many of them in the game. Look hard! You're immune to bad guys and can fall on spikes. Drop down a ravine and you're dead, mate!

THE 10 RINGS TV SET
Your a few rings away from the 100 mark, but there 'ain't any left onscreen. So, what d'ya do? Have a hunt around for a 10 ring TV and bump up your booty bag. What does it do? Gives ya 10 rings, blimpo?!

LUBBLY JUBBLY EXTRA LIVES
Pretty damn important if you're on your last legs, don't ya think? As you can guess, these little beggars are few and far between. They're usually hidden in secret rooms and hard-to-reach places.

THE BAD GUYS

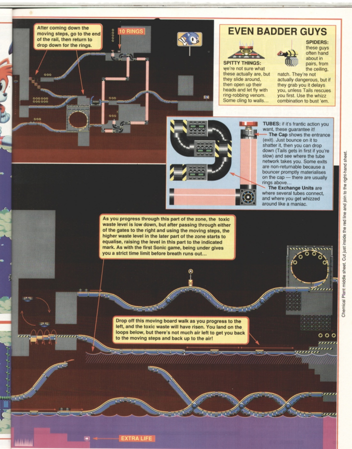
OLD CRABBY FEATURES
There are plenty of these little blighters dotted here, there and everywhere. Keep ya eyes peeled, 'cos they spurt fireballs at you. Roll into a ball and smash the shells off 'em. Easy to defeat.

FLYING BUG TROUBLE
These ugly critters have a nasty habit of elevating, floating above your head and dropping their load right where it hurts. Harder to dodge. Watch for the fireballs, they set fire to ya blue perm.

WASPY-TYPE THINGS
Float like a butterfly, sting like a bee. That just about sums up these likkle darlings. As with the flying bugs, keep your eyes to the heavens and run if you see them coming. Don't bother spinning 'em outta the air.

Use the clouds to bridge the last big gap to the springs. Once you're there jump up to finish!

CUT INSIDE RED LINE AND JOIN TO FIRST SHEET



After coming down the moving steps, go to the end of the rail, then return to drop down for the rings.
10 RINGS
EVEN BADDER GUYS
SPITTY THINGS: we're not sure what these actually are, but they slide around, then open up their heads and let fly with ring-robbing venom. Some cling to walls…
SPIDERS: these guys often hand about in pairs, from the ceiling, natch. They're not actually dangerous, but if they grab you it delays you, unless Tails rescues you first. Use the whizz combination to bust 'em.
TUBES: if it's frantic action you want, these guarantee it!
The Cap shows the entrance (exit). Just bounce on it to shatter it, then you can drop down (Tails gets in first if you're slow) and see where the tube network takes you. Some exits are non-returnable because a bouncer promptly materialises on the cap — there are usually rings above…
The Exchange Units are where several tubes connect, and where you get whizzed around like a maniac.
As you progress through this part of the zone, the toxic waste level is low down, but after passing through either of the gates to the right and using the moving steps, the higher waste level in the later part of the zone starts to equalise, raising the level in this part to the indicated mark. As with the first Sonic game, being under gives you a strict time limit before breath runs out…
Drop off this moving board walk as you progress to the left, and the toxic waste will have risen. You land on the loops below, but there's not much air left to get you back to the moving steps and back up to the air!
EXTRA LIFE
Chemical Plant middle sheet. Cut just inside the red line and join to the right-hand sheet.

PREDATOR 2

Thomas Giles from *Chichester* gives the lowdown on this above-average shoot-'em-up. These tips are for the US version.

Level 1: Easy! Follow the arrows and reach the hostages before the Predator does. Sometimes you find hostages by watching the Predator's sights. Collect the weapons but save some for the car blockade before the exit.

Level 2: Search the corners of buildings for hostages and watch for the Predator's sights. Again, this level's easy. The end of the level's guarded by a helicopter. Use your heaviest weapons!

Level 3: Another easy stage, the toughest challenge being the end-of-level lorry. To destroy the truck, make sure you have grenades and aim for the three gunners. Work from left to right (otherwise lock your gun in an upward position).

Level 4: The main thing to watch for are Predators riding on trains. Ensure you collect the grenades and Predators' spear weapons. The level boss is a Predator, firing lasers and spears. Use spears and grenades to kill him quickly.

Level 5: Harder! Part of this level's a race against the Predator to get the hostage. Watch his sights carefully and use the ladders and ramps scattered about. When you come across Predators, be sure to use the net weapons, spears and disks against them. Pick up refills when you can. The end boss is another Predator. He's no problem if you use nets and spear weapons.

Level 6: The toughest yet. It's long, full of thugs, gunmen and cars. Don't be afraid to use your special weapons.

Be sure to destroy any car blockades as they normally guard medical packs and flak jackets. Keep moving and lock your weapon if necessary.

When you reach the end-of-level truck, use the same tactics as Level 3. Be ready to fight a couple of helicopters afterwards.

Level 7: The alien ship's the longest, toughest level, with 25 hostages to save. Follow the arrows until you see one pointing toward the floor. Move left and walk through the left-hand wall. You're under constant threat from Predators and laser gun emplacements so follow the arrows.

Keep moving. Lock your gun toward Predators and pick up their weapons. The armed Predators are most dangerous, so concentrate on *them* as you earn weapons.

At the end of the level, you enter a small level yielding power-ups, before facing the big, bad Predator! Lock your fire upward and use disks, spears and nets to kill him. You earn the duelling pistol. Harrigan makes for the exit himself.

Predator 2 Passwords

Level 2: KILLERS
Level 3: CAMOUFLAGE
Level 4: LOS ANGELES
Level 5: SUBTERROR
Level 6: TOTAL BODY
Level 7: N/A

General tips: On all levels, keep looking and moving! Fire backwards when chased and always keep ahead of the Predator's sights.

WHERE IN TIME IS CARMEN SANDIEGO?

Chris Moore from **Wolverhampton**'s an ace time traveller. Long scarf, stupid little robotic pet, garden shed that's *really* big on the inside... the works. Following on from last ish, here are codes 41-77. Take it away, Chris!

41. **XXLMXNF**	50. **RBDFBHG**	59. **XXXGRTR**	68. **RGBLDKS**
42. **XXXMMPP**	51. **XBDFJJG**	60. **XXXLSWR**	69. **RGFLHLS**
43. **XXXSNRP**	52. **XBGFMKG**	61. **XXXXTXR**	70. **RGPLTMS**
44. **XXXTPSF**	53. **XDGFNLR**	62. **DBBDDBS**	71. **RGPXWNS**
45. **XXXXRTF**	54. **XJGFPMR**	63. **DDBDFDH**	72. **XGPXGPH**
46. **BBBFWWF**	55. **XLGFRNR**	64. **DDBJGFH**	73. **XRPXHRH**
47. **BBDFBXP**	56. **XLGGSPG**	65. **DGBJHGH**	74. **XXPXJSH**
48. **DBDFHFR**	57. **XXGGTRG**	66. **NGBJTHH**	75. **XXRXLTH**
49. **NBDFTGR**	58. **XXLGFSR**	67. **RGBJBJS**	76. **XXXXSWH**

JOHN MADDENS '93

It's third down and you're sure your opponent's going for the big pass.

Take a chance and choose GOAL LINE-COVER-SAFETY BLITZ. This congests your opponent's safety line and gives you the opportunity to get a man through to sack his quarterback.

Thanks to Kerry and Brian of Kilmarnock.

AIR RESCUE

How to find a Test Mode on this **Sega** rescue game, courtesy of **Gareth Roberts** of **Cardiff**. Not sure whether it works, but try this:

1: Insert control pad, 2: Insert cart, 3: Turn power on, 4: Hold [1] and [2] all the time, 5: When intro starts, rotate pad clockwise until you hear a sound, 6: Release buttons, 7: Press [1] for Test Mode!

WIMBLEDON TENNIS

The following codes come courtesy of **Christian Evans** of **Telford**. Just add barley water, cream and crumbly old commentators to taste!

DHL DEQ JLA... Australia, first year
JKH BBL FNI... Australia second year
ELO DFQ JEA... France first year
ORP DDE AHO... Wimbledon, first year
ORR DEE AKO... America, second year (won)
MNU FFS IKK... Australia, second year (won)
RIM MIV NBC... France, second year (won)
JIG IHH TRI... Wimbledon, second year (won)

Good grief! Is that the time? The end of the Pittstop is nigh! Keep sending in your tips, maps and pics of yourself and, who knows, you could be a £50 winner!

TERMINATOR

Thanks to **Ben Bilsland** of **Newport, Essex** for these tips. Attack strategies for each level, they should work on all three machines.

LEVEL 1

The first thing to do is collect three smart bombs. Wait for a second and get six more to start you off on the right foot.

If Terminators approach from both sides, duck, keep your finger on button [B] and press left or right.

LEVEL 2

On Level 2.1. take the rooftop route. This saves time. Don't bother shooting the missiles, just run through them.

As soon as you shoot a police man, run past him and get as far away as you can. He stands up and shoots you in the back.

As soon as you see a thug, run left a bit so his first bomb doesn't hit you. Start shooting like mad!

LEVEL 2.2

Keep killing the thugs and police. Later in the level you come to a ladder, use this and stay on the roof.

On the last roof, there's a ladder leading down. Don't take this. Instead, jump left off the edge of the roof. You land on a lower roof. This saves you a gunfight on the ground.

LEVEL 2.3

This is very easy. Duck The Terminator's bullets and knock him down three times. When he flashes, run past and save Sarah.

LEVEL 3

Level 3's long and hard (a-hem! — Prod Ed). Kill the police and thugs as in Level 2.

The Terminator's harder on this level. He appears on one side and police and thugs on the other.

Once you get The Terminator don't wait around, he follows you all the way to Sarah.

LEVEL 4

This level's like the first.

Shoot The Terminator down only as a last resort. He could get you in a tricky position and you'll have to shoot your way out.

Always get The Terminator to follow you, then you can get him into the press.

Happy hunting, deadheads!



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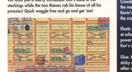
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We wish you a Merry Christmas! Kev's stuck in the stockings while the two thieves rob his house of all his prezzies! Quick waggle free and go and get 'em!



KEV'S COLLECTION

Ball. Use this with the scoop and elastic band to make Kevin a super ball launcher; one shot turns the burglars into big red balls!

Balloons. Use with the crossbow and glue or the hairdryer and pepper to give Kevin a glue or pepper bazooka. Not to be sneezed at eh?

Crossbow (see above). This is used as the main power behind some of Kevin's weapons. All weapons using the crossbow fire like a gun.

Elastic bands, my favourite weapon at school! Again, this provides the power needed to launch some of Kev's missiles (see above).

Glue. Kev makes burglars meet a sticky end by combining this with other objects to make a glue gun — just right to stick those pesky thieves!

Hairdryer — and no, Kev doesn't give himself a quick blow dry with it! He uses it as power for his weapons. Try it with snowballs for frosty fun!

Scoop. Two please, rasberry ripple with a flake! The scoop's adapted to make all the bazooka weapons Kev uses. Use with hot coals for hot, hot fun!

Magnet. Combine with different combinations of weapons. We could tell you which ones but that would be too easy, wouldn't it?!

HOME ALONE

GAME FREAK ALLEY is empty. There's a noise from the office. Burglars? Ghosts, perhaps? Ace detectives that they are, the SF crew return to find they're far from home alone!

This was a big, BIG hit in the cinemas (as if you didn't know!), starring ultra-rich school sensation, Mr Culkin, in the role of Kevin. Now Sega bring it to the Mega Drive.

Kevin's parents have gone on vacation and left him on his Jack Jones. Little does he know, two burglars plan to rob the entire neighbourhood of their possessions. It's up to you, as Kev, to stop them.

Traps are set in houses the burglars haven't yet visited and weapons made from various articles found lying around the house and under snowmen in people's gardens!

When you find a house with burglars in, make sure you've got weapons at the ready 'cos you're gonna have to slow 'em down until the cops arrive.

You hinder unwanted visitors by shooting or whacking them with your homemade arsenal; the more you hit them the more you hurt them. This sends their pain levels up until they surrender and disappear for a while. Last for a full 20 minutes and the boys in blue arrive to save the day.

Keep as many houses as you can from being flooded for a bigger score. If all the houses are robbed then the game's over and Kev's sent to bed with no tea.

Succeed and your parents are gonna be dead chuffed, probably let you stay up late and chuck an extra bob in your pocket money!

Top left: Kev's fried a thief, now to find the other one!
Top right: Lay traps in empty houses to give the thieves something to think about before you can reach them.
Above: Kev's in the ultra modern house, and here comes it's robot guardian to give him a shock.

HOME ALONE

Paul quips... *'LEAVE IT ALONE!'*

I thought *Home Alone* was a DIY film, so I didn't expect much of the game. When I found out what it's *really* about I got quite excited (down boy, down!). Why did I bother? This game's about as enthralling as a Liberal conference! The options are comprehensive and the sound's quite jolly, but those are the only good things to say.

Home Alone suffers from average graphics and average gameplay. Inventing weapons is fun for the first few games and the idea of collecting objects from snowmen is original, but boredom sets in after about ten minutes.

When you've completed one house you have to do exactly the same in the next one, and the next house, and so on. The only fun part is the sledging.

Do yourself a favour: unless you're a die-hard fan of the film and *must* have a copy of the *Home Alone* game, avoid at all costs!

PAUL 65%



Mr Caulkin himself! The game fits in loosely with the film, but that won't help!

Chris confesses... 'THE NOVELTY FACTOR AIN'T ENOUGH!'

With the massive movie licence behind this one, I was expecting one cracking outing from *Home Alone*. As it stands, it certainly won't set your pulse racing. This is one of those games with lots of neat touches which never quite add up to anything spectacular.

The graphics are good, with some clean animation to the main sprite, Kevin. Picking up the different weapons, assembling them and using them against the crooks is a fairly novel idea and racing around on your sled between the five houses is fun, for a while!

There's loads to do to stop the crooks from flooding the neighbourhood but the main problem is once you've secured the first house, that's all the gameplay you get! Hard mode's a real challenge, but even so, you're repeating everything you did earlier on.

To be fair, the gameplay's original and well presented, but unless you're a fan of the movie, the novelty factor just ain't enough to make this one a winner! **CHRIS 66%**

That's the robbers van; you know what house they're at because you'll see the van on the drive. Stock up on ammo for you weapons then go in with all guns blazing!

Can't you even take a pee in peace! Kev had better move fast or else he'll be on the wall again, while trying to stop the thieves.

Left: Kev's been caught! It looks like he's going to be spanked and sent to bed! Actually, when you're captured they stick you on a wall to keep you out of the way. Waggle free to get down and back into the action!

Below left: The weapons screen.

Below right: Kev's on his sledge.

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99

SF Rating

75% PRESENTATION
● Nice title screen. Controller buttons can be changed to suit the player

77% VISUALS
● Pleasant graphics, especially in the houses, but nothing spectacular

72% SONICS
● Different music for each house but you may reach for the volume switch on some tunes!

70% PLAYABILITY
● Sledge controls are slightly tricky but easily mastered. No problems in the houses

58% LASTABILITY
● The game's major, major flaw: it gets tedious after only a few plays

65% FORCE
● Once again a film tie-in's represented by a very average game

Bruce Forsyth's 'give us a twirl' girls have got nothing on this critter! Taz is back with a vengeance! He still hasn't got all his eggs in one basket, but with a little help from SEGA FORCE, we could be having omelette for tea!

Not content with wittering about cutesy kiwis, we pop to the Antipodes yet again and land with a thump in Tasmania, where, it seems, there's a birrova crisis!

In the good old days (when *Neighbours* was a twinkle in Reg Grundy's eye and Pippa wasn't going through her 'overnight transformation' phase in *Home and Away*), Tasmania was jam-packed full of giant prehistoric seabirds. Good news indeed for the little Tasmanian Devils who roam the island. They loved to munch the odd egg or 12. Free range, of course!

But alas, the birds are now extinct and the egg supply dried up. Rumour has it, over the hills and far away, there's a valley where the birds still tweet like good uns and lay by the basketful! On hearing this, our Taz is off like a shot in search of his lunch. Lo and behold, you play the part of Taz, scouring the five or so levels for the entrance to the lost valley. Run, leap and whizz whirlwind fashion through the plains, jungle, caverns and ruins of Tasmania.

There are loads of creatures to dodge and mash. Poisonous plants, malevolent mice and (how much more alliteration? —Ed), yep, you guessed it — slippery snakes! Plenty of power-ups are yours for the munching: extra lives, roast chickens, bombs and invincibility stars. Dare-devil antics a-plenty, folks! It's time to go to work on an egg!

Paul muses... 'TOO EASY!'

That old devil called 'ugh!', coming live from the land of cork hats and lager, looking like a badly shaven Alsatian! *Taz-Mania* hits the Master System!

To be honest, I was quite surprised. The graphics are top notch, very cartoony, incredibly crisp and clear. Sound's above average, with plenty of ditties, themes and FX. Presentation's not bad, though a little lacking in places.

So, it's a real shame the game's just *too* easy! I only played it once and completed it there and then! Although the ending's slick (quite steamy and suggestive!), it didn't make up for the lack of levels.

That annoying mine level from the Mega Drive's missing. If it *had* been included, *Taz-Mania* would've been a touch more challenging.

To sum up, a corker of a game for the young or inexperienced, but for the toughened, meaner game-freak, the lack of challenge and content spoil what could've been one hell of a game.

PAUL 75%

TAZ'S TROUBLES

Venom-spitting plant: Watch out for these little beggars! They look harmless but spit poison at you so approach them slowly!

Man-eating plant: These troublesome shrubs roam the land waiting for Tasmanian Devils to pop up! Take 'em out with a well-aimed spin!

Spear mice: They might look cute and cuddly but they sure ain't! Dodge the spears and spin through the mice quickly to avoid being hit!

Snakes: Slippery reptiles hoping to put Taz at the top of their dinner menu. Kill 'em quick or lose too much energy!

Skeletons: Make no bones about it, these guys are simple to beat! Spin over 'em without any hassle but don't let 'em touch you!

Bats: These flying mammals lurk in the caverns. They're hard to spot and avoid but one good whack gets 'em every time!

Ghosts: Found in the old ruins, these sad, sorry spectres are a pain in the neck 'cos they follow you around for no reason at all!

Mummies: 'Wrap' up the later levels by taking out these bandaged bleeders! Hit 'em hard and fast and don't stop to chat!

Jumping spiders: Horrible creepy creatures that have a habit of hopping around a lot! Either go under 'em or spin right though them.

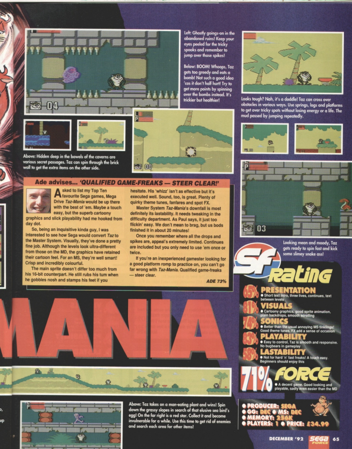
Scorpions: These guys pack a real sting in their tail! Try to avoid falling on to them from a great height. Get them before they get you!

Rock monsters: Found wandering the desert plains near the end of the game. Like nothing more than munching on furry, brown Devils!



Level 1: OK folks, this here is the start of the game. Taz begins in the jungle and has to spin his way through five levels of fast, furious, furry fun! There are two sections to each level and then an end-of-level guardian. With loads of extra lives and continues on offer, you should get far!

On each level, there are loads of pesky creatures out to stop you. Take your time to get 'em for extra points. Also, search around each level for hidden rooms and bonus items. On top of that green hill is a tasty chicken. Pick it up and Taz's energy restored. They're handy later on!



Left: Ghostly goings-on in the abandoned ruins! Keep your eyes peeled for the tricky spooks and remember to jump over those spikes!

Below: BOOM! Whoops, Taz gets too greedy and eats a bomb! Not such a good idea 'cos it don't half hurt! Try to get more points by spinning over the bombs instead. It's trickier but healthier!

Looks tough? Nah, it's a doddle! Taz can cross over obstacles in various ways. Use springs, logs and platforms to get over tricky spots without losing energy or a life. The mud passed by jumping repeatedly.

Above: Hidden deep in the bowels of the caverns are various secret passages. Taz can spin through the brick wall to get the extra items on the other side.

Ade advises... 'QUALIFIED GAME-FREAKS — STEER CLEAR!'

Asked to list my Top Ten favourite Sega games, Mega Drive *Taz-Mania* would be up there with the best of 'em. Maybe a touch easy, but the superb cartoony graphics and slick playability had me hooked from day dot.

So, being an inquisitive kinda guy, I was interested to see how Sega would convert *Taz* to the Master System. Visually, they've done a pretty fine job. Although the levels look ultra-different from those on the MD, the graphics have retained their cartoon feel. For an MS, they're well smart! Crisp and incredibly colourful.

The main sprite doesn't differ too much from his 16-bit counterpart. He still rubs his tum when he gobbles nosh and stamps his feet if you hesitate. His 'whizz' isn't as effective but it's executed well. Sound, too, is great. Plenty of quirky theme tunes, fanfares and spot FX.

Master System *Taz-Mania*'s downfall is most definitely its lastability. It needs tweaking in the difficulty department. As Paul says, it just too flickin' easy. We don't mean to brag, but us bods finished it in about 20 minutes!

Once you remember where all the drops and spikes are, appeal's extremely limited. Continues are included but you only need to use 'em once or twice.

If you're an inexperienced gamester looking for a good platform romp to practice on, you can't go far wrong with *Taz-Mania*. Qualified game-freaks — steer clear.

ADE 73%

Looking mean and moody, Taz gets ready to spin fast and kick some slimey snake ass!

MANIA

SF Rating

65% PRESENTATION
● Short text intro, three lives, continues, text between levels

81% VISUALS
● Cartoony graphics, good sprite animation, plain backdrops, smooth scrolling

74% SONICS
● Better than the usual annoying MS tinklings! Good theme tunes, FX add a sense of occasion

83% PLAYABILITY
● Easy to control, Taz is smooth and responsive. No bugbears in gameplay

58% LASTABILITY
● Not for hard 'n' fast freaks! A touch easy. Beginners should enjoy this

71% FORCE
● A decent game. Good looking and playable, sadly even easier than the MD

● PRODUCER: SEGA
● GG: DEC ● MS: DEC
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £34.99

Above: Taz takes on a man-eating plant and wins! Spin down the grassy slopes in search of that elusive sea bird's egg! On the far right is a red star. Collect it and become invulnerable for a while. Use this time to get rid of enemies and search each area for other items!







Fat, furry and fleet of foot, Taz feels the need for speed — and a damn good feed! No matter how fierce the enemies, how deep the pitfalls and tortuous the tracks, nothing can come between Taz and a giant boiled egg and soldiers!

Left: a giant fluorescent pink bat and a high-firing spring behind him, Taz adopts classic cartoon pose as he prepares to speed off once more

TAZ-MANIA

Zooming around Oceania like Wonder Woman with a hormone problem, Taz has been shrunk to more manageable proportions — but he's still a handful!

At the bottom of the world is a tiny island near Australia. This is Tasmania, home to a race of large, furry, hungry creatures known as Tasmanian Devils. The biggest, ugliest Devil by far is Taz, always on the lookout for a good meal.

There's an ancient Tasmanian legend. It tells of a race of giant seabirds who once ruled the island. Once believed extinct, there are rumours that the giant birds still live deep in the jungle, hidden from prying eyes.

Always on the look out for a good time and a spot of adventuring, Taz sets off in search of the fabled seabirds and the giant eggs they might have. Eggs size could be a feast even for a hungry devil like Taz! After all, ya gotta keep him full of vitamins and minerals! (Sounds like a *Winalot* commercial!).

In this fast and furry-ious platform game, you control the cartoony Taz himself. Steer him through five levels of action and adventure to reach the seabirds' lair. Along the way you have to overcome various obstacles and enemies. It's fast, fun and now it's portable!

Mat cries... 'GREAT MOVES!'

One of the first games I played when I first arrived at Game Freak Alley was *Taz-Mania* on the MD. I was blown away by the amazing, colourful graphics and superb gameplay.

This version's virtually the same as the MS (except for a few tweaks here and there!). The five levels are quite long, each divided into two sections. Complete these and you have to defeat a guardian to get onto the next level.

This might not be as exciting as, say, *Sonic* on the GG, but it's fun anyway! The sprites are big enough for you to see what's going on and Taz has some great moves. Watch as he kicks items out of the way in a temper fit!

Unlike the MD version, you can't spin all the time. There's a meter in the top left-hand corner that shows how much spin power's being used. The longer you use it, the more you drain it. Simple, eh?!

The only problem I have is the same as I had with the MS version: I finished both flickin' games in one sitting! The levels aren't that easy, but once you've done 'em a few times they're no challenge. **MAT 82%**

Paul says... 'FAN-TAZ-TIC!'

I'm not going to beat around the bush (little Aussie joke, there!): this is good. The graphics are stunning and the sonics are great. Admittedly, it's a straight copy of the MS game reviewed this ish, so it suffers the same faults, but there are so many ways they could've made a balls-up of it. Instead, it's a miniature masterpiece! A joy to behold!

Taz whizzes along at great pace, spinning, jumping, and of course, scoffing! Even the most ardent sceptic of handheld machines would be hard-pressed to knock the graphics and gameplay.

However, it's easy to complete once you get used to the controls and at top speed it's a bit heavy going on the eyes.

It's about time the GG had a good quality horizontally-scrolling romp to do it proud — and it's arrived. More could've been made of the MS version but as a handheld game this is nearly perfect. **PAUL 87%**



Just like the real thing! To get in the mood for *Taz-Mania*, watch the weekend cartoon it's based on.





78% PRESENTATION
- Nice explanatory opening sequence but colourful piccies would've helped

89% VISUALS
- Great graphics, smooth movement and fast gameplay

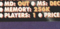
80% SONICS
- As good as those on the MS version. Cartoony tune and sound FX

88% PLAYABILITY
- Dead easy to get into, Taz is easily controlled and has some good moves

74% LASTABILITY
- If you're a reasonably good gamesplayer this won't keep you occupied for long



84% FORCE
- A good conversion but should've been made tougher



- PRODUCER: SEGA
- MD: OUT ● MS: DEC
- MEMORY: 256K
- PLAYERS: 1 ● PRICE: £29.99



MD Reviewed!

Nope, this ain't no spooky pool game, it's a computerised pinball game — and a heavy metal licence, to boot! Motley Crüe (an apt description of the SEGA FORCE team!) have given their monicker and mascot to this rockin' release!

Mat yawns... 'REPETITIVE GAMEPLAY!'

So, another pinball game, eh? First we get *Dragon's Fury* from Domark, now *Crüeball* from Electronic Arts. Unfortunately, this game's a bit of a stinker!

When it starts, a weird bloke pops up, looks manic then nicks off (apparently, he's Motley Crüe's mascot). You can have up to four players at once, which makes things more interesting but still fails to save it from being deathly dull!

Whereas *Dragon's Fury* had loads of bonus levels that could be reached easily, *Crüeball* has very few and they are just too tough to get to. You play it for half an hour and the yawns start pouring out! The movement of the ball's good but there isn't enough to keep your eyelids open.

As for the so-called 'heavy metal' music supplied by hot top pop band, Motley Crüe... it's crap! It groans along in the background, beeping and burping every so often, and that's about it!

I can see EA have tried to capitalise on the success of *Dragon's Fury* but somehow the whole thing doesn't seem to gel. Okay, the graphics are good, but with tinny sound, naff gameplay and slow speed, it falls short. Check out Domark's offering for real pinball action! **MAT 60%**

Poor old Craig. It's no fun being a heavy metal freak when you can't play your music at full volume! Instead he has to listen to it on boring old headphones! Dull or what?!



While listening to the latest ear-blasting sounds, Craig likes nothing better than to play a good game of pinball. But this isn't just any old game of pinball 'cos this time Craig's playing to save heavy metal music! For inside the game, the spirit of anti-metal, Mr Gore (from Depeche Mode? —Prod Ed), is out to destroy metal music forever!

Craig, for some strange reason, has been chosen to defend the world's loudest music. To do this he has to blast his way through nine levels of manic pinball!

Crüeball's set in a futuristic pinball machine. There are various bumpers, buffers and walls to bounce off and mega-points to be racked up.

Start with four balls and get an extra one every five million points. Bonus points are gained by knocking down various targets and destroying enemies. Crank up the volume and let's go!





Flatten the letters in the middle of the arena to lower the blocker at the top. Once it's down, the route to the top arena's clear. Avoid the spikers and send the ball up for a chance at the warp zone!

Craig's in a right old mess! Help him take on the anti-heavy metal fiends!



Shoot the ramp and you reach the bonus screen. Knock down as many skeletons as you can to earn mega bonus points and extra balls!

CRÜEBAL



Try and avoid this little chappie like the plague! Get past him to break down the gate at the top of the screen, then send the ball up and around the centrepiece to warp to the next level.

Stick the ball into the tubes. The left one drops you down to the middle level, while the right one sends you straight down to the bottom! Choose yer route and go for it!

Watch out for brains lurking in the shadows. If you see them coming, knock them out for very healthy bonus points! They appear out of the busts when you hit 'em, too.

Knock hell out of the bust formations twice to make the blocker at the top of this arena sink into the ground. Once that's done you can move up to the top.

Hit the 'Rock & Roll' bars to raise the floor level and knock these flying for a chance at the bonus ramp. Light up the diamond, take out the ramp signs and you're away!

Take care when the ball slips down the side alleys. If you're skillful enough you can get a rebound up to the middle arena. If not, the ball's gone and you've gotta start the stage again.

This is it! Take your time, twist the flipper and send that ball flying into space over the ramp!

Paul sighs... *'UNINTERESTING'*

To quote Electronic Arts, if I may, 'This bad boy was created by people who make *REAL* pinball games.' Perhaps if EA had left the game to people who make *REAL* MD games, this aberration might have turned out better!

With MD games at roughly £40 each, games have to be good. *Crüeball*'s competitor, *Dragon's Fury*, *is* good. This isn't. The graphics are very average (except for some half-decent still shots) and the sound's just a monotonous drone. Heavy metal?! More like soft aluminium, if you ask me!

Gameplay's also extremely average. Pinball machines aren't this boring! There are so few bumpers and ramps that half the time your ball's just bouncing around doing nowt (and there are nine levels of this mediocrity!). The special stages aren't (special, that is!).

Add a hero called Craig (very heavy metal, eh?) and a musical score of Motley Crüe songs (this explains why they haven't been in the charts for the last couple of years!) and you've got a below-par pinball game.

I'd rather stick a tenner in a real pinball machine than spend my hard-earned dosh on this uninteresting and unoriginal release. Avoid at all costs. **PAUL 57%**

SF Rating

68% PRESENTATION
- Good opening sequence, up to four players, extra balls at five million points

70% VISUALS
- Graphics are good, with a high-tech metallic pinball playing area

63% SONICS
- Awful metal music supplied by Motley Crüe. (Nice one, lads!)

72% PLAYABILITY
- Flippers are dead easy to control, but getting through levels takes too long

64% LASTABILITY
- Takes a long time to crack but boredom sets in long before that!

65% FORCE
- Dire pinball simulation that lacks any real interest factor, kids!

- PRODUCER: ELECTRONIC ARTS
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1-4 ● PRICE: £39.99

SEGA FORCE SMASH Reviewed!



Noooo! Don't do it! There's so much to live for! Suicide, we know a song about that, don't we? It sure ain't painless, but you try telling that to a bunch of brain-dead lemmings!

Lemmings. These poor beggars don't have a lot going for them, do they? What's the point of living a clean, wholesome, furry existence then queueing up to jump off a 200-foot cliff? Unless they were just waiting for someone to run up and offer them a load of dosh for the rights to their life story for a computer game, of course!

If that's the case, those lemmings certainly did us all a favour. Ported across all the major home computer formats, the suicidal little critters finally appear on the Master System.

Losing none of the original freshness, MS *Lemmings* has you helping hordes of the mindless critters to escape 120 levels of prime self-destruction opportunity!

As a puzzle/skill game of the highest order, there are four difficulty levels — Fun, Tricky, Taxing and Mayhem, each made up of 30 different stages. Fun introduces you nicely to the madness that lies ahead; if you try Mayhem, be prepared for some brain-boggling conundrums to solve.

Each level sees up to 20 lemmings launched into the playing arena. Your task is to select skills for them, allowing them to reach the exits unharmed. Note the percentage of lemmings you need to rescue on each level and steel yourself to being heartless. It's always best to sacrifice the few for the needs of the many!

Unlimited continues and the password system allow you to come back to tricky levels time and again. Go save some lemmings, but be warned — this is one of the most addictive games of all time!

Chris gloats... *'A WINNER'*

Lemmings was easily one of the most addictive games on the home computer market and just one quick introduction to the MS version's enough to convince you it's lost none of its hookability!

The sprites might appear a little on the small side but they're superbly animated for the MS. The backdrops are clean, clear and wouldn't look out of place on a 16-bit version. Combine that with the huge variety of tunes for the different levels, a spot of sampled speech and the kind of addictive gameplay some developers dream about and you can bet this one's a winner!

The four difficulty levels are smartly designed, giving novices a gentle introduction to gameplay with the 'Fun' setting, while the Mayhem stages are gonna push hardened puzzlers to the very limit!

Make sure you note down the passwords to each level 'cos you're gonna be coming back to this one again and again to get that little bit further.

The controls couldn't be easier to master. Just pick the skill, highlight the lemming you want to use it on and just pray you chose right!

What more can I say; there's very little to fault in this cracking puzzle outing! Go save those lemmings! **CHRIS 92%**

LEMMI



Right: Things start getting tricky when you have to work out a series of icons to bring your flock to safety. Be careful when you use the Builders! They only have 12 bricks per bag, so don't panic and turn everybody into hod carriers when you reach pits and caverns!





NGS

HELPING HANDS

Blast: This might seem a bit cruel but there are times when a strategic detonation of a Lemming is needed to allow you to guide your flock home.

Blocker: Lemmings have that tendancy to find a nice steep drop then fall down it! Use this icon to stop your lemmings and turn them round

Builder: Mr Brunnell would have proud of these little blokes. Click this and your Lemming builds a bridge! Very handy for crossing chasms.

Climber: Click on this icon and the chosen Lemming grabs his pick and rope and starts climbing! Use to climb over or up steep rocks etc.

Pick: This icon enables you to dig straight down. Remember to check whats underneath you, a steep drop and its bye-bye lemming's!

Armageddon: When all is lost and things cannot be saved, this is the kindest thing to do (as the vet says!) Click this and watch the Lemmings pop!

Floater: These are ex-members of the Lemming parachute regiment! Click this and when a Lemming falls of a cliff a brolly pops out to glide him down!

Pickaxe: This is like the pick icon except the chosen Lemming digs diagonally down. Useful for when you need to dig down onto a steep drop.

Scoop: Click on this and your Lemmings act like JCBs.They dig sideways through hills. Perhaps these Lemmings were used to dig the Channel Tunnel!

The Columns Of Rome! The lemming's home is to the left and these four are well on their way to home and relative safety. Don't worry though 'cos there are plenty more Samaritan rejects that need to have their suicidal tendancies quashed! Just remember to be prepared for the next obstacle before it happens — every time! OK, so this one only requires a brolly, but wait until the pace hots up! It's a nightmare!

FORCE CONTROL

- **+** Helps you work out your strategy during level previews. Move around and work out what needs to be done. Picks out Lemmings in-game
- **1** This one lets you preview levels after successfully finishing off tasks. Use it wisely to work out the puzzles
- **2** Takes you on to the next level and allows you to select icons from the Helping Hands list before highlighting a Lemming to use it

Left: Down down deeper and down! This level is easy peesee! Just use the pick icon to dig straight down and let your Lemmings walk home.

This is a pick Axe job! A straight pick would have led to a nasty fall and certain death from the columns. Now, our fluffy friends are safe and sound. Aaah!

Ade screams... *'JUST SO BLOOMIN' ADDICTIVE!'*

When I first saw *Lemmings*, many moons ago on home computer, I couldn't quite understand why it drew such a big crowd round the TV screen.

The reason soon became apparent when I played it. This game is just *so* bloomin' addictive! If you haven't experienced the *Lemmings* invasion yet, it's time to think seriously about adding this to your collection.

But stop! Don't expect to plug in, turn on and be greeted by a graphical spectacular. That's not what *Lemmings* is all about. One of the few games I know where the visuals aren't a vital element.

Where *Lemmings* stands out is in the gameplay department. The tricks, traps, puzzles and ways of utilising the little critters will have you hooked from the word go. No pulse beams, death rays or smart bombs 'ere, matey, just loads of cute little lemmings and loads of levels to turn your grey matter inside out.

The MS game doesn't look *that* different from other versions I've seen. The graphics are fairly basic, although each stage is colourful, well drawn and nicely laid out. Sound is excellent, loads of humorous ditties like *How Much Is That Doggie In The Window?* and a tinkling rendition of *The Can-Can.*

Knowing when to use climbers, diggers, builders, blockers, bashers, floaters etc takes hours of practise and, believe you me, you'll be burning the midnight oil playing *Lemmings.*

This is gonna be top of the MS charts soon — I'll stake my Pot Noodle on that! ***ADE 89%***

SF Rating

93% PRESENTATION
- Neat opening sequence, clean options and password system to start you offs

89% VISUALS
- Sprites are a touch small but smoothly animated with great backdrops

95% SONICS
- Smart sampled speech and a seemingly endless list of well-known tunes

94% PLAYABILITY
- Easy to control, gentle to get into but a nightmare to complete on later stages

94% LASTABILITY
- Totally addictive gameplay and a real challenge. You won't finish this in a hurry

93% FORCE
- A superb MS puzzle/skill outing that more than lives up to its reputation

- PRODUCER: SEGA
- GG: NOV • MD: OUT NOW
- MEMORY: 256K
- PLAYERS: 1 • PRICE: £34.99

SEGA FORCE SMASH **Reviewed!**

GAME GEAR 99

Lemmings

Us bods at SEGA FORCE have got our lemmings life-saving badge, but then we've read '1001 Things To Do At The Side Of A Cliff' by Eileen Dover. Makes for good bedtime reading, folks! You'll soon drop off!

Game Gear owners couldn't miss out on the action. *Lemmings* lands on the small screen this November and it's just as addictive as the other versions. No moaning that there ain't enough levels. You've 120 stages to plough through saving those green-haired loonies. Blockers, bombers, builders, climbers, floaters — these lemmings have loads of hidden talents. Utilise up to 20 of the creatures at any one time.

Each stage has several puzzles to crack, ranging from Fun and not too brain-boggling, to downright manic on Mayhem level. Save lemmings from shredders, cess pits, pools of lava, huge ravines and crevices. There's a time limit on each round and a set number of lemmings to rescue.

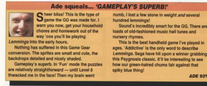
There's a password system which saves ploughing through the same puzzles time and time again and a Gear-to-Gear link option so a friend with suicidal tendencies can play, too!

So, sharpen your wits, hone your pad-prodding skills and prepare to save lemmings from their sworn enemy — their own mindless wandering!

Above: Sometimes, the walls and scenery get in the way! You have to dig your way through before time runs out.



Above: A touch of the old Mary Poppins! To break their fall, make sure you use floaters this time.



Ade squeals... 'GAMEPLAY'S SUPERB!'

Sheer bliss! This is the type of game the GG was made for. I warn you now, get your household chores and homework out of the way 'cos you'll be playing *Lemmings* into the early hours.

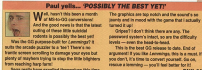
Nothing has suffered in this Game Gear conversion. The sprites are small and cute, the backdrops detailed and nicely shaded.

Gameplay's superb. In 'Fun' mode the puzzles are relatively straightforward — until Level 8 thwacked me in the face! Then my brain went numb, I lost a few stone in weight *and* several hundred lemmings!

Sound's incredibly smart for the GG. There are loads of old-fashioned music hall tunes and nursery rhymes.

This is the best handheld game I've played in ages. 'Addictive' is the only word to describe *Lemmings*. Sega have hit upon a winner grabbing this Psygnosis classic. It'll be interesting to see how our green-haired chums fair against that spiky blue thing!

ADE 93%



Paul yells... 'POSSIBLY THE BEST YET!'

Well, hasn't this been a month of MS-to-GG conversions! And the good news is that the latest outing of these little suicidal rodents is possibly the best yet!

Was the GG purpose-built for *Lemmings*? It suits the arcade puzzler to a 'tee'! There's no frantic screen scrolling to damage your eyes but plenty of mayhem trying to stop the little blighters from reaching harp farm!

Sega really have excelled themselves this time.

The graphics are top notch and the sound's so jaunty and in mood with the game that I actually turned it up!

Gripes? I don't think there are any. The password system's intact, so are the difficulty levels — even the head-to-head.

This is the best GG release to date. End of argument! If you like *Lemmings*, this is a must. If you don't, it's time to convert yourself. Go on, rescue a lemming — you'll feel better for it!

PAUL 94%

SF Rating

93% PRESENTATION
● Good intro sequence and title screen, options, passwords, Gear-to-Gear link

89% VISUALS
● The sprites may be small, but look closely and there's plenty of animation. Good backdrops

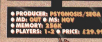
93% SONICS
● There's sampled speech, loads of jaunty theme tunes and plenty of nice FX

94% PLAYABILITY
● One of the most playable GG releases to date. Easy to control, loads of puzzles

95% LASTABILITY
● Unlike many GG games, this has plenty of levels and difficulty stages

94% FORCE
● If you're tired of shoot-'em-ups and maze games, get this. Play till ya drop!

● PRODUCER: PSYGNOSIS/SEGA
● MD: OUT ● MS: NOV
● MEMORY: 256K
● PLAYERS: 1-2 ● PRICE: £29.99





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Above: A tricky section, this one. Hidden under the platforms are bats. Once you're near them, they fly out and attack. On top of all this, the platforms give way, so keep moving!

Below: The streets of London are deadly at night! The only way to feel safe is to stock up on weapons, eat tons of garlic and sharpen up those pointy sticks!

Stocking up on garlic bread from the local Pizza Shed, whittling sticks and brandishing make-shift crucifixes, the SF crew finally feel brave enough to take this cart from its box.

The legend of the vampire stretches back centuries. There are tales of the terrifying creatures across Europe and beyond. But the ultimate of these creatures is the infamous Dracula!

The Prince Of Darkness has always been a symbol of evil and a few heroic champions have tried to kill him. None have succeeded so now it's up to you!

The game takes place in the foggy streets of 19th century London. The Lord Of The Vampires (how many pseudonyms has Drac got?! —Prod Ed) has travelled to England in search of new blood!

You take the role of Dr Social, a renowned paranormal investigator. One night, a message from your ouija board tells you evil's near and you're to travel to the river Thames immediately.

Setting off, you're shocked to hear a murder's taken place near your destination. Could this be the work of the fanged fiend himself?

On your way, you encounter hypnotised minions of Dracula -- vampire bats, rabid dogs and zombies. Dotted around the streets are floating ghost heads that contain useful items. Collect guns, bombs, swords and axes to help you defeat evil!

So battle through five levels of chilling action as you race to find the Black Prince (argh! — Prod Ed) before he strikes again! SF

Mat screams... 'SPOOKY'

The lights are getting dimmer in Game Freak Alley. There are rumours of strange beings lurking in the shadows. With a cloak wrapped tightly round me, garlic cloves round my neck and stake in hand, I ventured into the world of vampires!

Yes folks, this is your chance to do an excellent Hammer horror impersonation! Lots of scary moments, thrills, spills and buckets of blood are on offer in this MS game.

And quite a good little game it is, too! Not bad but not brilliant. There are five levels of platform action to tackle and loads of bad guys to kill.

Each level has three sections and a guardian to defeat at the end. Work your way through each section, destroying vampires, collecting useful items and finding your way out alive!

Bats swoop from the ceilings every so often so stay on your toes! Most of the enemies are easily defeated but some, like the dogs, are downright annoying!

The graphics are pretty good for the MS, except for a few sprite flickers. Each level has a spooky Gothic feel to it, as you wander through dark and damp London streets. A scary tune bounces along merrily in the background and creepy sound FX add to the appeal.

Get ready to sink your teeth into this one real soon! **MAT 83%**



LOWER THE STAKES!

Axe: Get down to some serious hackin' an' slashin' with this monster of a weapon. One of the best weapons to have in battle!

Bomb: These can be thrown quite a distance for an explosive effect! Useful for tackling annoying enemies from a safe distance.

Garlic: Eaten in large amounts by the French and stinks a lot! Er... not very useful against your foes — but it does get you extra points.

Gun: Obtain this and pick off even the hardest bad guys with ease! Press up and fire to use your gun but keep an eye on your ammunition supply.

Hammer: At first glance, this might not seem the most useful item to have when faced with the forces of darkness but its long reach is useful.

Crystal: This very useful item is scarce, so use it wisely! Touching the crystal causes all enemies onscreen to be destroyed.

Knife: Bog-standard weapon that you start off with. Not very useful. If you have a good weapon, try not to pick this up again.

Potion: This restores your health if you've been hit. These are scattered all over the levels so you'll have to search for 'em.

Sabre: Another weapon with a long reach. Roughly as powerful as the hammer when fighting. Be careful when your waving that thing around!

Boomerang: A long distance weapon that really packs a punch! You only have a limited amount of these so fling 'em wisely!

Not only are there fiendish foes to dispose of, there are also platforms to cross and platforms to jump over.

Extra weapons and items are hidden in the floating ghost heads. Hit the head and then collect the dropped items. Try to get better weapons every time; you can carry two.

Above: This is the first part of Level 1. *Master Of Darkness* takes place in the fog-shrouded streets of London. Dracula and his minions have come to England in search of new blood. On their way, they've killed many and only one man can stop them. You are Dr Social and you must use the power of your ouija board to defeat the Prince Of Blackness! Along the way, you collect various weapons and items to help you in your mission. There are two parts to each level and then a deadly guardian that must be beaten. Beware...

- **PRODUCER:** SEGA
- **GG:** N/A ● **MD:** N/A
- **MEMORY:** 256K
- **PLAYERS:** 1 ● **PRICE:** £32.99

Paul wails... *'NOT TOO BAD, VLAD!'*

Vampires loose in London! And the only person who can save us is Doctor Social! Well I'm sure he's very flippin friendly but that ain't gonna stop the Drac Pack!

At first glance, *Master Of Darkness* looks good. The intro's well nice, overall presentation's good, the sound's atmospheric and the controls are fairly easy to use. Problem is, it's a tad repetitive .The first level's great, a good old platform romp with an end-of-level baddy and the usual ability to change your weapon.

But the next level's virtually the same — and it gets blinkin' hard as well, flying chairs and knives coming from nowhere (it's like a row with my girlfriend!). I got really annoyed as I kept getting splatted by a dining table!

Master Of Darkness isn't bad, though. If you want a half-decent platform game it's definitely worth a peek. But like me, you might reach for the power switch and go and do something less boring instead.

Right, I'm going out for a quick bite! (Ha ha!)

PAUL 74%

SF Rating

63% PRESENTATION
● Long-winded intro sequence fills in the storyline; between-level sequences

80% VISUALS
● Detailed sprites move well and spooky backgrounds add atmosphere

73% SONICS
● Ghostly tune and sound effects are put to good use

82% PLAYABILITY
● Controls are sometimes a little slow but patience gets you through most levels

78% LASTABILITY
● Only five levels to tackle but they're tough! Not too easy to complete

79% FORCE
● A challenging platform game with some scary thrills!

SEGA FORCE SMASH **Reviewed!**



LHX ATTACK

Those tricky Arabs are up to no good again! The West is threatened and N.A.T.O send out a desperate SOS. Like all true heroes, the SF deadheads strap up and head out!

The Libyans and their cronies are causing a stink in the Middle East. Whaddya know? It turns into an international incident, the US get involved and hey presto — we've got ourselves an MD helicopter sim!

Choose from two choppers, the heavily armoured Apache or the lighter attack helicopter, the LHX.

The game starts with a pilot selection screen. Choose the preset pilot or enter a new one onto the roster. Select your chopper, choose the difficulty of the mission (how good the enemy are — half blind or extremely accurate!) and you're off!

Read the briefing notes carefully before each mission and remember there are loads of objectives you can change, giving an almost limitless range of outings. Other variable factors are the weather and attack timings (US night time equipment is superior to the others — give it a whirl!).

Maps can be brought up to show objectives, air bases and landing strips and, true to life, way points are used to navigate the pilot to set targets.

Both helicopters are authentically armed to the teeth with laser- and string-guided rockets, air-to-air missiles and nose-mounted chain guns on the menu just for starters. Complete a mission and you get points depending on how you did. Do well and you might even get a medal! Way to go!

ARABIAN KNIGHTS

Anti Aircraft mobile. With a long range and radar tracking this needs to be knocked out. Use a Hellfire and splat it!

No, this isn't a tank in disguise, it's a camel and does no harm to you at all, but if you've got a spare missile...!

Enemy infantry carrier. This may have a portable SA-7 as its ground-to-air weapon, but it's still a sitting duck. Blast it!

A medium range, radar-guided SAM unit. Destroy it before it looses off a missile or you'll have to use counter-measures.

An aircraft hangar. Not very interesting except that close by there'll be anti-helicopter MIGs and HINDs. Double trouble!!

Like the SA-8, this is also a SAM. Its infra-red guided instead of radar, which means the rocket's more tricky to lose

Another infra-red guidance system, this weapon's range is only short, but the unit's highly mobile and difficult to find.

This charming little chap has a portable SAM slung around his neck! Missiles aren't much cop against him so use your gun.

HURRAH! An American tank! It has some of the latest weapons systems and toughest armour invented so don't blow it up!

BOOO! This is a Russian-designed tank. Not quite as deadly as the M1 but still nasty. Be careful out there.

FORCE CONTROL

- **+** Forward and reverse speeds. Left and right bank the chopper. With Start button depressed, up/down gain and decrease altitude
- **A** Cycle through the weapons at your disposal. Change waypoint in nav mode with Start depressed
- **B** Fires highlighted weapon. With Start button depressed, you can pick up and drop off supplies along the way
- **C** Fires chain gun in normal mode. With Start, you can switch between combat and navigation modes

Paul drawls... *'A CLASSIC'*

Anyone remember *Apache Gunship* on the old 8-bits? What a glorious game that was — loads of fighting, loads of fingertip flying (loads of crashing!). Now the MD's got something every bit as good!

Yep! EA have come up trumps with this one. *LHX* should appeal to anyone, from the bored shoot-'em-up freak to the dedicated armchair pilot. The helicopters are a doddle to control and pretty easy to crash, making *LHX* a dream for anyone who fancies something a bit different!

Having said that, everything's controlled from the joypad, so you've gotta act quick in the heat of the battle! I found myself losing height rapidly when I was in the process of melting a tank!

The graphics are stunning (check out the external views of the chopper) and the FX actually sound like battle and helicopter noises.

The in-game options are comprehensive. Watch the action from different angles and beef up your targetting with the second joypad!

This is the best chopper sim on the MD and looks set to become a classic. If you're not a sim freak, leave it alone, but if you fancy a blast which tests your nerves and noddle to the limit, go get *LHX*, it's one hell of a game!

PAUL 88%



Mat remarks... 'VERY CLEVER STUFF!'

After playing *Desert Strike* to death, the thought of yet another desert helicopter shoot-'em-up was almost too much to bear!
But hold on a minute, this isn't too bad! Don't be put off by the fact that it's a 'copter simulation — it works quite well.

Your main viewpoint's out through the cockpit window but this can be changed to an outside view of the craft, a target's viewpoint or even a view from a missile! Such a choice, and very clever stuff!

The 'copter moves well, though a touch sluggishly, and once you find a target the computer locks on and the missiles let rip! He's history, Dude!

LHX or Apache helicopters come equipped with a smart selection of weapons like Hellfire missiles, sidewinders and your handy all-purpose 30mm chain gun!

Some of the graphics are superb! Explosions rocking the craft and targets whizzing by at high speed are truly atmospheric. You can almost taste the sand in your sarnies!

If you manage to survive the first mission, there are loads more to choose from with varying difficulty levels.

With a chopper this size, you won't go far wrong! Try it! ***MAT 81%***

Skimming along the desert sands we see a sitting duck! Actually it's an infantry carrier but it's still a really easy target to pick on! Just select a weapon (we've chosen the Hellfire) wait for the computer to aquire the target , listen for 'lock on' then let her rip!
Don't think it's that easy, though, 'cos there are some really mean muthas waiting to blast you out of the sky. You've been warned!

Above left: An external view of the LHX and doesn't it look good? No time to stand admiring, though — there are baddies to blast!
Above right: Poor old pilot, you've selected the highest difficulty level! That means he's got his work cut out for him as the enemy are all elite forces. Hope he's took out life insurance!
Left: The RSPCA are going to want to talk to if you lock onto that camel!!

SF Rating

83% PRESENTATION
● Lots of in-game options, choice of helicopter. Adjustable difficulty levels

90% VISUALS
● Good graphics on options screen. Excellent cockpit views, unbelievable external shots

89% SONICS
● Good FX throughout the game, never stunning but more than adequate

74% PLAYABILITY
● Adjustable difficulty levels. Easy to get into, hard to put down

92% LASTABILITY
● The game's biggest asset. Varied missions mean a long shelf life.

91% FORCE
● Possibly the best 'copter outing the MD's ever come across

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99

GAME GEAR 99 **Reviewed!**

AXEL POWER SPEED

BLAZE POWER SPEED

D'ya fancy a kick like a mule or a right hook like a sledgehammer? Take your pick from Axel or Blaze and master the moves to despatch with the bad guys!

STRE… RAGE

Trouble's broken out on the streets! There's panic at City Hall! The SF team brush up their martial arts and head into the mayhem!

An evil maniac, Mr Big, has taken control of the city. Politicians and cops have been corrupted and it's up to you to take on the bad lads as best you can. You choose between two characters, Axel Stone, a tough cop who's not that fast but packs a lethal punch, and Blaze Field, a lightning-fast female with a mean kick. Once you've decided who you want to be, it's into the action.

Each character can perform flying kicks, deadly throws and back-breaking somersaults. There are eight levels of fist-flying action and end-of-level baddies to duff in. A two-player option's available via the datalink socket. Get ragin'!

Mat says... *'A GOOD IDEA BUT DOESN'T SEEM TO WORK!'*

Streets Of Rage **on the MD is probably the best fighting game available for the machine. The large characters, arcade-quality graphics and sound make it fun to play and tough to crack.**

And what's the GG version like? Good question! Unfortunately, *Streets Of Rage* doesn't translate that well to a handheld machine.

For a start, the figures are too small. This leads to a lot of confusion, especially during manic fight scenes! As you can't tell who's who, you tend to get your ass kicked a lot! Not nice for you — or your bottom!

With only two buttons, the range of moves is limited. The best move is to grab the bad guy, flip over his head then slam him into the floor ('Make 'em eat concrete!' as me old mum used to say!).

With loads of continues, you might think it'd be a doddle. Think again! Your enemies are constantly wiping the floor with you, giving little time to recover!

The programmers have tried to squeeze the MD version onto the GG, and had to leave out the squad car 'smart bomb' and reduce the graphics. If this doesn't bother you, stick with it, otherwise try and get your hands on the MD version to experience the real thing! ***MAT 81%***



Paul cautions... 'NOT BAD!'

Streets Of Rage on the Game Gear? Great! My fave beat-'em-up appears on my fave handheld! Great title screen, nice intro and... Oh. It's not like the Mega Drive version. There's no special weapon and few large sprites. The graphics are a bit fuzzy and ill-defined (there there, don't cry!).

They've tried to fit the MD version on a GG. What a shame; if they'd just taken the best parts from the original this would be a corker. Sadly, it's only just above average.

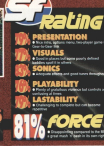
What's wrong? Only having two buttons for all your moves, lack of fight variation and numerous other touches that made the original a classic.

Overall, not bad — but not the best.

PAUL 79%

Is that a candlestick you're holding? No actually it's a metal pipe and wrapped around a baddies head it does some serious damage! The first level is pretty easy, the thugs only take one or two hits.

- PRODUCER: SEGA
- MD: OUT ● MS: JAN '93
- MEMORY: 256K
- PLAYERS: 1-2 ● PRICE: £TBA



SF Rating

79% PRESENTATION
- Nice intro, options menu, two-player game with Gear-to-Gear link

77% VISUALS
- Good in places but some poorly defined baddies spoil it in others

83% SONICS
- Adequate effects and good tunes throughout

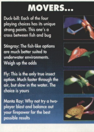
76% PLAYABILITY
- Plenty of gratuitous violence but controls are confusing at times

79% LASTABILITY
- Challenging to complete but can become repetitive

81% FORCE
- Disappointing compared to the MD but a great mash 'n' bash in its own right



Left: What's this? The attack of the killer sperm? Yes well, some of the nasty basts in this outing do bear a frightening resemblance to 'other' things! Never mind that, just get blasting and knock the hell out of everything you meet!



MOVERS...

Duck-bill: Each of the four playing choices has its unique strong points. This one's a cross between fish and bug

Stingray: The fish-like options are much better suited to underwater environments. Weigh up the odds

Fly: This is the only true insect option. Much faster through the air, but slow in the water. The choice is yours

Manta Ray: Why not try a two-player blast and balance out your firepower for the best possible results

MEGA DRIVE md Reviewed!



FORCE CONTROL

- **+** This one's a vertical- and horizontal-scroller, so be prepared for some quick changes in direction! Keep moving or die
- **A** This is your main firepower key, depending on the defaults you chose. Controls main firing, use of the power-ups and charged shots
- **B** Depending on which control option you chose, one key is always redundant. We chose [B], though it's nothing personal
- **C** Repeats what Button [A] does. Keep the button depressed to charge up the special weapons and take out those basts

Face to face with a ten-foot wasp in Doc Marten's and a dragonfly built like the Empire State Building, the SEGA FORCE crew only have a can of fly spray and a copy of the Sunday Sport between 'em. Hardly good swatting material!

BIO-HAZARD BATTLE

Aye-up, what's this? A little blaster Sega have kept well and truly under their hat. Yep, it's another shoot-'em-up, but the scenario's a bit different this time around! If ya wanna get on in *this* world, ya gotta be an insect, a crustacean, or anything the remotest bit slimy! *Bio-Hazard*'s a unique showdown set in the animal kingdom. There's been a spot of genetic engineering going on by the look of things, 'cos all creepy crawlies, sea creatures and the like are now one hundred times their usual side. Anything with hairy legs and thousands of eyes (yes, that's you, Mr Yeo!) now has a killer instinct. The crawlies are coming!

This war's *you* against *them*.With orders from their leader to kill or be killed, it's your job to splat, thwack and blast these critters. Stop the universe from being overrun by creatures with the IQ of a pea pod!

You take the guise of one of four flying creatures. Choose from four difficulty levels and up to five players.

Level 1 sees you leaving your ship and falling through outer space (seems there *is* gravity up there after all!). You start with a basic weapon and a small pod which flies around, blasting creatures on your behalf. En route, there are loads of extra weapons to help in your task — lasers, heat-seeking missiles, beams, poisonous bubbles and three-way fire ammunition.

Shoot huge flying Triffids, centipedes, wasps, dragonflies, spawning toadstools and crab-like creatures. Zoom through the city, jungle and subterranean caverns. The critters loom from all corners so watch ya back and make sure you've a weapon that fires in all directions!

Oh, just a word of warning: we reckon the crane flies are on steroids!

Paul proclaims... 'IT LOOKS CLASSY FROM THE START!'

This game's 'orrible! Loads of worms, flies and disgusting-lookin' thingies! It's enough to make ya stomach churn! *Bio Hazard Battle*'s good. It looks classy right from the start and never loses that high-tech feel throughout its multitude of levels. The sound's just right — it adds to the gameplay and doesn't seem like it's been bolted on as an afterthought.

I've one gripe (I love a good gripe!): It's too flickin' difficult! There's a lot going on at once, and though it never gets confusing, there are times when the sheer number of baddies swamps your ship and it's bye-bye Bio!

This is the best horizontal shoot-'em-up I've played in a long time. It offers a real long-term challenge (I defy you to complete this in an hour!) and is fun to play.

But be warned! People with delicate stomachs get ready with the sickbag!

PAUL 87%



Ade smiles... *'DAMN SMART'*

I hadn't realised Sega were releasing this. Perhaps shoot-'em-ups aren't anything to brag about in this day and age? Well, believe it or not, *Bio-Hazard*'s pretty damn smart! It runs along the same lines as *Gynoug*. One minute you're involved in a horizontally-scrolling affair, then, without a word of warning, the screen scrolls vertically.

Graphically, *BH* is up there with the best of 'em. The sprites are colourful, beautifully detailed and move around the screen at quite a pace. Scrolling's smooth and the game doesn't slow down when there are loads of bad guys onscreen. The backdrops are good, fairly atmospheric and have a nice 3D perspective on some levels.

Bio-Hazard's tough, even in Practice mode. You start the game with up to five lives; extra lives are few and far between en route. Fortunately there are plenty of continues to keep the keen gamester happy and the difficulty level's set just right.

The controls are quite responsive and I like the idea of the super weapon if you keep your finger pressed on a button for long enough.

Sound's pretty funky — the usual racy theme tunes and hardcore blasting noises.

Bio-Hazard has a novel plot, it's challenging and looks superb. What more do you need?

ADE 84%

Left: The caterpillars are pretty difficult to nail down. If you've managed to pick up the homing laser power-up, just keep dodging and firing. If not, life gets pretty hairy as they float idly across the screen.

If you get caught out, just try and watch the sequence.

This way you can thread your way past the hazard and on to even bigger and badder things! Reckon you can handle it? You're gonna have to be good!

The outrigger moves around you clockwise as you move the [D] pad. Just keep moving for all-round firepower!

World 2 sees you dodging in and out of the steel structures. When the mounted cannons appear, dodge the blasts and move around until your outrider lines up with the nasty beggars!

Watch out for the seed pods as they rise from the ocean floors. They may look harmless enough, but they soon spell trouble when they open out!

...AND GROOVERS!

Radiating and Instructional Bullets: Blue pick-ups, the first radiates out for all round effects and the second is slow but powerful for big enemies

Diffusion Bullets: Multiple shots fired automatically. Grab three power-ups of the same colour and that function is boosted to the limit

Ring Laser and Chasing Laser: Both orange, the first rebounds off enemies to hit more, the other chases its prey to the death

Manual Bullets and Straight Laser: Both yellow, the first fires single shots without gaps, the second intertwines laser beams for widescale death

SF Rating

75% PRESENTATION
● Choice of four characters, options, continues, demo, two-player mode

86% VISUALS
● Some cracking sprites. Huge in-game baddies and end adversaries. Slick animation

83% SONICS
● Thumping theme tunes make full use of MD sonic capabilities. Nice loud sound FX

77% PLAYABILITY
● No rapid fire, continual pressing gets monotonous. Doesn't slow when a lot's going on

80% LASTABILITY
● The first level's easy, but even on Practice mode other stages offer a great challenge

84% FORCE
● Novel scenario and super graphics make this stand out from the crowd

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99



NO GOOD

And he fumbles it! Use your teams defensive plays to stop the opposition from scoring a touchdown. Once the ball has been carried across the line a touchdown is scored.

TOUCHDOWN

Absolutely outrageous, mate! *High Impact* is a game of American football and over-the-top violence! If the quarterback's sacked hard or a player tackled viciously, the hit-o-meter appears. The Dave Lee Travis lookalike in the centre measures the intensity of the tackle. If the hit was powerful enough to reach awesome, the guy punches the TV screen out!

Pigskin, generously proportioned cheerleaders and shoulderpads so wide they get wedged in doorways! Only one thing: SEGA FORCE are throwing another party! Er, or maybe a game of Yank footie...

American Football! The toughest game in the world! Only the meanest, hardest players make it to professional level and few of those last long.

The pressure on the pitch is intense. Your manager's frantically pulling his hair out and the crowd are getting uncontrollable! The only way to win is to grit your teeth, keep your head down and kick ass! Do whatever you can to get that ball over the line and score.

But this isn't just football, this is *Super High Impact!* Rougher than normal football and more explosive than a barrelful of dynamite!

Pick your team (from the 19 clubs on offer) then the difficulty of the game. Beginners are better off starting on Exhibition level. However, the real pros out there will want to go straight for the ultimate setting!

The two teams then battle it out over four quarters to reach the gridiron championships.

The action is intense and your team *must* win! Master team tactics, deploy your team correctly and score those touchdowns!

Hit your opponents hard and fast and there's bound to be a scrap! Just bash the buttons and hope you survive! Hut! Hut! Hut! Go to it!

Between each play, you get to consult the team handbook. In it are all the defensive and offensive plays you need.

The clock is constantly ticking away, so decide on the play you want quickly and get back to the main game! Time outs stop the clock.

The defensive plays can be used to block opposing players, sack the quarterback and gain extra yards. Select them by pressing [A], [B] or [C] then Start.

There are 18 defensive and offensive plays to choose from. Try to pick a different play each time for maximum effect!

SUPER
IMPACT

Mat grins... *'AN ABOVE-AVERAGE SPORTS GAME!'*

Flick your machine on and prepare for some serious action! This isn't just American Football, this is *really* tough! The rules of the game are intact but they've been simplified. Your job's simply to carry the ball over the goal line or score field goals as often as possible.

Your team gains yards by taking the ball as far over the line of scrimmage as possible. The opposition do their best to stop you by sacking your quarterback or trying to intercept the ball.

The fun really starts when a fight breaks out and both teams kick the crap out of each other! A wacky Hit-O-Meter appears and tells you just how outrageous the scrap was!

It takes a while to get used to the controls but there are only a few moves you can perform. In between plays, the tactics book appears, letting you choose the defensive or offensive moves you need. Learning these is vital so concentrate!

I've played better football games but the sheer explosive action on offer here makes this game worthwhile. The graphics are great with static pics between play and some good speech.

There's nothing amazing on offer but the violent action on the field makes *Super High Impact* a t'rrific cart to play! MAT 89%



Chris gripes... 'NOT ORIGINAL'

I don't know what it is about this game. I mean, there's nothing mindblowingly original here but, even so, you get drawn into the action. A lot of the tactics screens and playmoves are Monatanesque, the sprites are interesting but nothing to shout about and even the digitised speech is so-so! So why's it so good to play?

I s'pose it's because it's quick, simple and just good, clean fun. Getting into the moves takes just a couple of plays. Before too long you're intercepting, making flying runs and throwing 35-yarders!

Nice touches come by the dozen in *Super High Impact*. Get in a hard tackle and watch the other player's kit come flying off. An even harder tackle brings on the Hit-O-Meter, telling you just how bone-crunching that take-out was. Get into a fight and it's all fingers to the buttons to out-thump your opponents!

I agree with Mat — this certainly isn't the best technical football game. But if you like American Football and want a simple introduction to the rules and regs, this one should see you through.

On top of that, it's fun to play, and the choice of teams from around the globe should keep you busy for a while! **CHRIS 78%**

The best way to score a touchdown is to throw to the wide reciever. The pass is incomplete if he drops the ball.

In between the quarters, the score sheet's displayed, showing yards gained, tackles and fumbles.

Try to gain as much yardage as possible with every attempt. The closer you get to the goal line, the more chance you have of scoring a superb touchdown! Once you've scored, you have the chance to get more points by going for a field goal.

- PRODUCER: ARENA
- GG: N/A ● MS: N/A
- MEMORY: 8 MEG
- PLAYERS: 1-2 ● PRICE: £39.99

SF Rating

86% PRESENTATION
- Difficulty levels and 19 teams to choose from, good use of menus

84% VISUALS
- Players are small but well defined, digitised pics look great

82% SONICS
- The atmosphere's increased by the smart speech and pulse-pounding sound FX

79% PLAYABILITY
- Once you get the hang of the menus, the game's plain sailing!

80% LASTABILITY
- Bound to keep you playing for ages, even if it's just to beat the hell out of the opposition!

79% FORCE
- Not as good as *John Madden's '92* but worth checking out



MEGA DRIVE md **Reviewed!** 00:10:66 02:00:00

THE A

GA

Starring James Pon

Are you a good sport? If you're shore (ho ho), splash out on this watery multi-event extravaganza. Salt and vinegar, anyone?

It's a tough old life being a secret agent. Righting wrongs and catching evil-doers takes its toll on even the toughest of spies. Intense training's needed to keep agents fit and trim and that's where the Aquatic Games come in!

Top F.I.5.H agent James Pond has entered the games to keep himself in tip-top condition. He and his fishy friends are determined to win golds and become Aquatic Champion!

Electronic Arts' seaside Olympics has eight events and two bonus levels. You take control of various characters and have to beat the clock in each event. Practice modes are included so you can attain full fishy fitness before entering into the main events. Also on offer are two-, three- and four-player events so you and your mates can challenge each other.

The events include the 100-metre splash, Kipper Watching, Shell Shooting and Leap Frog. Each event has a time to be beaten or equalled if you hope to win!

Winning earns you a gold, bronze or silver medal, depending on the final standings. The aim of the whole games is to win golds in all the events.

So put you heart and sole into it and make yourself some-fin' to be proud of! SF

Ade carps... 'A TOUCH BORING'

Aquatic Games is certainly a novel idea but one that doesn't work too well, methinks. Initially, each event's fun. The games are fairly challenging and the humour element throughout adds to the entertainment. Sadly, after a few plays, I found the whole caboodle a touch boring. *Aquatic Games* just doesn't have a strong competitive feel to it. The only event that held my attention was Shell Shooting — only 'cos it's the toughest of the lot!

Graphically, *AG* can't be faulted. The visuals are along the lines of *James Pond* games: big, colourful sprites, crisp backdrops and superb animation. Soundwise, there are some cracking in game tunes, fan fares and sound FX. All suit the game really well.

There's plenty of joypad-bashing to be had! Anyone who's played *Olympic Gold* knows what I'm talking about! The Tour de Grass has a really weird control system. By the time you reach the end of the course, you'll be minus a few layers of skin on yer thumb! Having said that, the controls are pretty responsive and the main characters move at quite a pace.

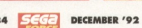
'Who's this game for?' Good question! Well, just because James Pond stars in it doesn't mean fans of our fishy friend will enjoy it. Hardened gamesplayers and sports fan won't find much to tempt and tease here, either.

In a nutshell, this is geared to the younger end of the market. One of those games where the old adage 'Try before you buy' stands firm.

ADE 76%



Below: Here are just two of the events that James Pond has too take part in. On the left is the Bouncy Castle. Jump high and perform flips for more points. On the right is the Hop, Skip, Jump. Run fast, jump and leap as far as poss!





Ladies and jellyfish, I give you the *Aquatic Games* champion! Fast of fin, swift of scale and as supple as a sardine! Compete in all the events, take on the best of the rest and win gold medals. The watery contestant with the most medals wins the entire Games. Sounds simple, eh? Think again! The other contestants are out to beat you so you have to have furiously fast flippers to win!

QUATIC
MES
ond and The Aquabats

Mat whiffs... *'A BIT FISHY, REALLY!'*

James Pond takes time out from his world-saving activities to take part in a marine-based Olympics, eh? Big flickin' deal! If I'd wanted to wear ridiculous shorts and mince around a lot, I'd have joined EMF!

The fact that EA have based the game around James Pond shows you how weak the idea is — eg, come up with a sports game, stick a popular character in it and hope people think it's a sequel. What next? *Sonic The Hedgehog 3: Tiddlywinks Champion*?!

But seriously folks, *Aquatic Games* is a tad boring. Once you've played the events a few times and yawned your way through them, you'll have no real desire to try 'em again.

The multi-player option can be a bit of a laugh but your partners tend to doze off while waiting for you to finish!

Some of the controls are awkward as well. For instance, on the unicycling, you have to move the direction control round in a clockwise direction. Painful or what! The other events have different control methods which makes for confusing gameplay.

Overall I'd say save your money and wait till *James Pond 3: Splash Gordon* comes out.

MAT 76%

It's that flickin' frog again! F 'Fortesque' Frog is the fastest thing on two legs so you have to be in top shape to beat him! Don't just stand still, leg it James!

Above: The Swamp Bay Splashers are ready to take on the best! Pick two player mode and enter all the events

Choose a multiple player game and compete against a friend. If you get a high enough score, you're offered one of two bonus levels. The first is a juggling game where a penguin has to juggle three or more balls at the same time! The second bonus event is shown on the left. This is the long jump. Use the normal [A], [B] buttons to run fast then jump when you reach the white line. Once you've landed, a helpful penguin-type judge wanders out, with a tape measure, and tells you the score. A high score gets a 'Shield Of Merit'. You can win up to six shields in all.

SF Rating

80% PRESENTATION
- Various practice and multi-player options to choose from

84% VISUALS
- Typical colourful James Pond sprites set against wacky coastal backgrounds

63% SONICS
- Annoying French anthem and unoriginal sound FX

74% PLAYABILITY
- Difficult control methods mean a lot of events are just too difficult

78% LASTABILITY
- Gets a bit boring once you've played it a few times. Limited appeal

79% FORCE
- A disappointing game. Try your hand at *Olympic Gold* instead

- PRODUCER: ELECTRONIC ARTS
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1-4 ● PRICE: £39.99

Grab your gun, get your helmet, leave your worries in the space pod! Join the SEGA FORCE game-freaks as they recall that old saying, 'Is that a Light Phaser in your pocket or ya doing an impression of a milking stool?!'



Reviewed!



'Ready...Aim...Fire!' I'm a gabbler, me. Never mind, just choose between the Light Phaser gun and normal joypad and go get those suckers! Gameplay's fairly easy to start off with, so get get some training in and start gunning.



SPACE

We've never seen an alien on the *Generation Game* conveyor belt! But *Space Gun* has plenty of 'em — aliens *and* conveyor belts.

What happens when a crippled spaceship calls for help? You leap to its aid and save the lives of those onboard, that's what! But, as one of the rescuers, you're in for a little surprise. The mysterious vessel's filled to the hatches with deadly aliens!

Space Gun is a guns-blazing shooting game in the spirit of classic sci-fi adventures and barnstorming movies like *Aliens*. Destroy those disgusting life-forms and rescue the trapped human crew.

Each area of the spacecraft's displayed in one of two perspectives. On some levels, the screen scrolls toward you, while others move from left to right (or vice versa). Aliens appear out of the woodwork and you position a cursor directly on each bad guy and blast 'em to kingdom come! If you've got a Sega Light Phaser, you can use *that* to knock the crap out of the plebs!

On preliminary levels, only a few ugly bugs appear at any one time. Later rounds they fly at ya thick and fast! Take care when a hostage appears — don't shoot him!

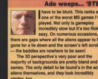
After each stage your life force and ammo-meters are refilled, depending on how many blokes you rescued.

Extra health and ammo power-ups are available to help you crack the seven stages. Travel through the spacecraft, space stations and a fighter plane, eventually ending up in its cockpit. Whether you're a gun-totin' tyrant or a pad-poppin' impresario, you're gonna need all the ammo you can muster to stop those aliens putting ya mates between two slices of bread. Ready to blast?



Above: Help, Mummy! There's an alien crawling outta the TV screen! The alien sprites are fairly well-detailed.

Ade weeps... *'STEER CLEAR AT ALL COSTS'*



I have to be blunt. This ranks as one of the worst MS games I've played. Not only is gameplay incredibly slow but it's too flickin' easy. On numerous occasions, there are gaps where all the aliens appear to have gone for a lie down and the screen's left scrolling — the baddies are nowhere to be seen!

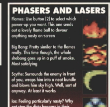
The 3D perspective's very poor and the majority of backgrounds are pretty bland and samey. The only detail to be found's in the actual aliens themselves, and *they* look incredibly similar, too.

Space Gun's only good point is the Light Phaser's control response. Usually such games are a nightmare — you continually press the trigger but little happens onscreen. This time around, Sega have got their act together. The Light Phaser's fast and improves playability a little. The extra weapons collected en route aren't particularly helpful, as they only last for a couple of shots.

The arcade game was pretty slick; even the Spectrum 48k version had its good points! The MS version's as flat as a fart, unless you've got a Light Phaser and happen to be gaggin' for a new game. Steer clear at all costs!

ADE 45%

PHASERS AND LASERS

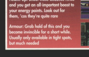


Flames: Use button [2] to select which power-up you want. This one sends out a lovely flame ball to devour anything nasty on-screen

Big Bang: Pretty similar to the flames really. This time though, the whole shebang goes up in a puff of smoke. Most satisfying

Scythe: Surrounds the enemy in front of you, wraps him into a neat bundle and blows him sky high. Well, sort of anyway. At least it works

Ice: Feeling particularly nasty? Why not stop the dirty beggars in their tracks by freezing them to the spot. Highly amusing and most effective



Health Up: Shoot these beauties twice and you get an all-important boost to your energy points. Look out for them, 'cos they're quite rare

Armour: Grab hold of this and you become invincible for a short while. Usually only available in tight spots, but much needed



Paul screams... 'NO ACTION'

Space Gun? Should've been called *Space Bum*! This game's crap. It should be cast into space and left to the aliens! It starts with some decent cartoony static screens explaining why you've been picked to go and bust some ass. Then, it's into the action.

Hang on. There's something wrong. There *is* no action! Things are about as frantic as a game of Crown Green bowls!

Don't mention the sound! An annoying mono-channel dirge plods on and after about two minutes you begin to sing the praises of the man who invented the concept of volume control!

Space Gun has one slight redeeming feature (apart from being breakable!): It's Light Phaser compatible, which means the fun lasts about seven or eight minutes as opposed to one or two with the joypad.

Even the inclusion of four 'super weapons' can't pull this back from that empty void in space where games of this quality go. Looks like I'll have to sort the aliens out myself. Bring me my phaser!

PAUL 48%

GUN

Above: Plenty of life force left, but this beggar's just fired a missile at you. Not that he's all that difficult to oust. A couple of blasts and he's a gonner! You're about to save your first hostage. They run out of doors and from behind the scenery. Don't shoot him!

Above: Some aliens move up the side of the screen, others crawl along the top.

Above: One of the static pics. Here you are with your big weapon. Worra whopper!

Right: On later levels, more aliens appear. They get bigger and move faster. Many more hostages transform, so take care, ya hear?

Right: Good grief! There's an alien onscreen. Only one, mind. This is one of the horizontally-scrolling levels. Position the sight on this little chap and blast him to bits. Looks like he's just taken a pot-shot at ya. The screen shakes and the word 'Ouch' appears below the playing area. One energy unit lost. Take care, other critters could appear at any minute.

Above: Well, well, well, this is a rare sight! TWO whole aliens onscreen. Jack be nimble, Jack be quick...

Above: This area scrolls towards you. One of the hostages has just changed into an alien. Watch out for that.

SF Rating

50% PRESENTATION
● Continues, Light Phaser option, half-decent static shots in between stages

48% VISUALS
● Levels look almost exactly the same! Detailed alien sprites, poor animation and scrolling

45% SONICS
● Crummy! Extremely weak in-game tunes and a few feeble blasting FX

45% PLAYABILITY
● Light Phaser's pretty nifty, but overall it's slow and becomes monotonous

43% LASTABILITY
● It's tempting to stick the Phaser right up to the TV screen. Too easy

45% FORCE
● One for Light Phaser owners desperate to play a new game

● PRODUCER: SEGA/TAITO
● GG: N/A ● MD: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £32.99



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Left: What position's that?! Don't allow the prince to fall too far, he 'ain't a lemming, ya know! If the ravine's a humungous one, the prince loses all his life force when he drops. The scenery in *Prince of Persia*'s pretty samey, but that doesn't matter. It's the gameplay that counts. Unfortunately, the M-CD version isn't that playable. It's a little slow and doesn't push the machine to new heights. Better off getting the MS version if you can!

MEGA CD Reviewed!

As transport goes, mountain bikes may be all the rage, but the SEGA FORCE crew never follow fashion. Flying carpets are the 'in' thing down at Game Freak Alley. Not the fastest means of escape when there's a pouting princess to rescue!

PRINCE OF PERS

The mystique of Arabia combines with modern technology as that old yet beloved chestnut, *Prince Of Persia*, leaps onto the Mega-CD. The narrated opening sequence is all in Japanese, so just in case you don't speak the lingo, we'll skim over the plot:

We all know when trouble's brewing. We all *know* that if Mat walks into the office wearing a long-line bra and pink tutu, there's something amiss! So when the prince falls for a flaxen-haired damsel, you can bet your bottom dinar that she's gonna get nabbed by some warty old geezer in an Irish linen tea towel!

Gadzooks! We were right! The princess has been captured by the sexually deviant Grand Vizier and locked in the highest room of his castle.

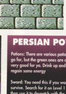
As the prince, it's your job to roam through dungeons, palatial rooms, turrets and towers searching for the shapely one. Find her within the time limit and the Grand Vizier's left in a state of torment, with a walk-on part in *Eldorado*.

Solve puzzles, drink potions, climb platforms, leap ravines, fight guards and skeletons... is there nothing you won't do for that woman? Fortunately, lives are unlimited, it's only the clock that's against you. Race through the 12 or so levels, impaling yourself on spikes and breaking every bone in your body! (Not intentionally, of course!)

Superb animation and stonking gameplay made the MS and GG versions a joy to play. Let's see if the Mega-CD game follows suit...



PERSIAN POWER-UPS



Potions: There are various potions to go for, but the green ones are always very good for ya. Drink up and regain some energy

Sword: You need this if you want to survive. Search for it on Level 1 and then use it to despatch with the Vizier's henchmen

Mat frowns... *'NOT AS GOOD AS THE MS VERSION!'*

'*Prince Of Persia* on the Mega-CD!' I shouted, the day it arrived. The thought of incredible graphics, mind-blowing sound and superb gameplay was almost too much to take! *POP* on the MS is amazing so on CD it should be something special, right? Wrong!

Okay, so the speech is perfect — but unfortunately it's in Japanese! After watching the opening sequence for what seems like an eternity, the game begins and you're none-the-wiser! Luckily, SEGA FORCE reviews have been done for other versions so I'm sure you know the plot.

The game itself looks all right, but after seeing other Mega-CD games you realise it could've been a lot better. The graphics are on par with the MS version, but in terms of sheer gameplay, the 8-bit version wins hands down!

The addition of a good soundtrack just about saves this game. Some interesting sound FX pop up from time to time to liven up your life but that's about it!

My advice is to save your pennies 'cos there'll be better to come soon!

MAT 70%



FORCE CONTROL

- **+** Use the [D] pad to run around the mazes, Left and Right. Push up and Left to jump Left, Up and Right to jump Right and Down to fall
- **A** When used with the [D] pad, this makes you walk ever so cautiously over dangerous objects and towards ledges. Also attacks with sword
- **B** Use this one to climb up onto higher ledges. Also used to grab onto something solid when you fall. When fighting, this one blocks
- **C** There's no changing the controls on the M-CD game, so don't worry too much about this one. Just get out there and save the Princess

Right: After a long trek, the route to the next level's revealed. Sometimes pressure pads need to be stepped on to open the door. Each level's incredibly maze-like, many of the exits take ages to find. But remember, you 'ain't got long. The sands of time are always trickling, so get cracking! There are 12 levels to search, but not too many bad guys to oust. Fighting isn't all that strenuous.

Ade weeps... *'DISAPPOINTING'*

What a hopeless waste of time! When you pay good money for a Mega-CD you expect to find games that little bit special.

Like Mat, I had high hopes before I played *Prince Of Persia* on CD. Those hopes were soon dashed. Okay, the opening sequence is impressive, but *POP* is one of those CDs where the intro's more exciting than the game!

The visuals are a touch crisper than those of other versions I've seen, but apart from that there ain't much to shout about. The animation of the prince doesn't seem half as impressive as the MS version.

Gameplay, too, is pretty dire. You *can* speed up the hero's movements on the option screen, but this doesn't make much difference. There are still plenty of puzzles to solve, potions to drink etc etc, but no new features. Very disappointing.

As usual, the soundtrack's are pretty good. Loads of oriental tunes and atmospheric FX.

Domark worked incredibly hard on the MS version. Sadly, the CD game's a little flat. I expected to see loads of extras, new monsters, puzzles... I didn't. I expected to see top quality graphics, animation and FX. I didn't.

For those of you worried the Master System's gonna pale into insignificance with the birth of the Mega-CD, fret not! The 8-bit game's far superior. ***ADE 67%***

- PRODUCER: BRODERBUND
- GG: OUT ● MS: OUT
- MEMORY: CD-ROM
- PLAYERS: 1 ● PRICE: £45.00

SF Rating

78% PRESENTATION
● Massive Japanese intro sequence, speed and fight options, passwords

79% VISUALS
● Crisp sprites and backdrops, not *that* impressive. Animation's hardly stunning

77% SONICS
● Moody, Arabian theme during opening, soundtrack on title screen, simple FX throughout

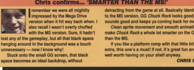
69% PLAYABILITY
● Lots of puzzles to solve. Main guy's a touch slow, controls a touch unresponsive

71% LASTABILITY
● Around 12 levels, plenty of hidden areas and stages to map. Quite tough

69% FORCE
● Could've been the best CD game but doesn't play as well as the MS version



In the beginning, there was SEGA FORCE. Well, not exactly! As Mr Ben and that shopkeeper will tell ya, big chuffin' dinosaurs and cuddly cavepeople roamed the Earth! What did they read before munching their early morning turf toasties? This Chuck Rock review, of course!



Chris confirms... *'SMARTER THAN THE MS!'*

I remember we were all mightily impressed by the Mega Drive version when it hit way back when. I also recall I wasn't overly chuffed with the MS version. Sure, it hadn't lost any of the gameplay, but all that black space hanging around in the background was a touch unnecessary — now I know why!

Stuck onto the small GG screen, that black space becomes an ideal backdrop, without detracting from the game at all. Basically identical to the MS version, GG *Chuck Rock* looks good, sounds good and keeps ya coming back for more.

Clean sprite movement and smooth animation make *Chuck Rock* a whole lot smarter on the GG than the MS.

If you like a platform romp with that little bit extra, this one's a must! If not, it's great fun and well worth having on your shelf anyway.

CHRIS 91%

He may have the IQ of a chrysalis but good old Chuck's already a hit on both Master System and Mega Drive. Now handheld freaks get the chance to take part in a spot of prehistoric boulder-bashing and belly-butting!

Chuck's girlfriend, Opheila, has been taken hostage by arch-rival Gary Gritter. To get her back, Mr Rock must race through five pterodactyl-tickling levels, chucking rocks at the Stone Age creatures which get in his way.

Chuck's rock-slinging ability serves him well. He moves chunks around the screen, placing 'em in the right position to access higher platforms.

Several critters attack from above. Chuck either puts a rock on his head to protect himself, belly-butts 'em out of the sky or performs a huge flying kick.

En route, there are loads of goodies to munch and lives to grab. Keep Chuck's belly bulging, or lose one of those precious lives.

Let's rock 'n' roll, kids!



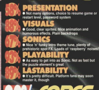
Hard to believe, we know, but Chuck's whopping-great Brucie-style chin sticks out even further than his gut!



It's a frivolous but nonetheless frightening world Mr Rock wanders, with only a few boulders and an unsightly beer belly as defence. 'I wanna go home!' Don't worry, Chuck, you can do it!



- PRODUCER: VIRGIN
- GG: NOV ● MS: OUT
- MEMORY: 256K
- PLAYERS: 1 ● PRICE: £27.99



SF Rating

58% PRESENTATION
● Not many options, choice to resume game or restart level, password system

88% VISUALS
● Good, clear sprites. Nice animation and humorous effects. Plain backdrops

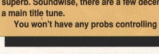
67% SONICS
● Nice 'n' funky intro theme tune, plenty of prehistoric spot FX. Loads of 'raspberry' noises!

93% PLAYABILITY
● As easy to get into as *Sonic*. Not as fast but the puzzle element's great

89% LASTABILITY
● It's pretty difficult. Platform fans may soon master it, though

92% FORCE
● One of the best platform games on the GG. Take a break from shoot-'em-ups!

Ade bawls... *'A QUALITY GAME GEAR PRODUCT!'*



I can understand why the rest of the SEGA FORCE crew fell in love with this guy. They've all got the same mentality! There are some classy GG releases around at the moment and *Chuck Rock*'s one of the best. The Game Gear version's just as playable as the MS and MD game. Graphics and animation are all superb. Soundwise, there are a few decent FX and a main title tune.

You won't have any probs controlling Chuck. The way he moves has been implemented really well. If Chuck carries a large boulder, he doesn't jump very high or walk all that fast. Logical, huh?!

The puzzle element's quite taxing. It takes a few plays before you realise which boulder goes where and how best to kill each dinosaur. *Chuck Rock*'s fairly challenging but a password system makes life a touch easier. If you're after a quality Game Gear product, you can't go wrong with *Chuck Rock*. Virgin have hit it on the nose yet again! Unga bunga! Ouch!

ADE 89%


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GUTTER SNIPE

Beware his bark, beware his bite, he's lost his head, this guy's not right. For bestest letter and stunning pic, our man will send ya prizes quick. Scribble and groove with the greatest letters column in the Universe!

Letters!

So, you've read this mag-type thingy from cover to cover — what d'ya think? This is the one and only place where you can air your views. If you've got any gripes about SEGA FORCE or can think of ways of improving your favourite read, let me know. I'll wipe my ass on the paper your queries come on, roll it into a little ball and gobble the lot! Maybe, just maybe, I'll pass ya comments onto Chrissy Boy!

Having said that, you're welcome to write to me about anything — it doesn't have to be Sega-related. If ya having problems with a pesky brother or sister, if Mum keeps dusting when you're playing ya Master System, or maybe Anneka Rice keeps popping round begging for a cup of sugar, let me know!

For the BEST LETTER and BEST PICCY I print each ish, there's a mega SEGA FORCE T-SHIRT and a load of TACKY RUBBISH to give away. So get thinking!

Attention *Phil Bayliss* from *Redditch*. Send me your full address so I can post out ya prize. All of ya, write to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Let's see what they've dished out for me this month!

Is it 2 good 2 be true? David Moore of Pinders Heath, Wakefield, reckons so. Have a look at the *Sonic 2* reviews earlier on and make your own decisions! Whatever, he hits the streets soon!



Fire! Fire!

Dear Gut
I own a **Sega** Master System and I've been trying to get a Rapid Fire Unit since I bought it. I've searched every shop I know but I can't find one. I was hoping you might have some in stock?
R Powell, Broseley, Shropshire

You've come to the right place, matey. You *can* try Sega themselves, although I'm informed the chances of them having any Rapid Fire Units are very slim. It seems they aren't marketing them any more. Anyway, it's worth a try! Write to: SEGA UK Mail Order Department, 16 Portland Road, London W11 4LA. Good luck!

The American Dream

Dear Gut-head
What is it with that crazy American they call **Marshal M Rosenthal**? Every month he raves about new games, making out they're the best thing since sliced Mario. When they come to be reviewed, they often turn out to be a waste of cart!

Don't get me wrong, I think his USA section's cool, but is there *any* game he doesn't like? Maybe he's taking back-handers from the software houses?!
Lee Maguire, Ascot, Berks

Marshal's a millionaire, he doesn't need back-handers!

It's true that sometimes Marshal and our reviewing bods have a slight difference of opinion, but that's a *good* thing, 'cos you get to read both sides of the argument. I think *Atomic Runner* was a prime example. Marshal liked it, our boys didn't!

You're right, his section's pretty cool. No other mag offers as much American coverage and USA exclusives as ours. Marshal's just as cute as Mario and we love him to bits! Have a nice day!

It ain't half hot, Mum!

Dear Gutter Snipe
I hope you can help me. I'm having trouble purchasing Mega Drive carts. The reason being, as you can spot from the address, I'm a soldier serving in Cyprus.

I can't find a shop anywhere where I can purchase carts or **Sega** goodies. I've asked around numerous computer shops but get blank looks from the Cypriot shop keepers. They try to palm me off with Nintendo! Yuk!

Please could you track down any retailers within the Limassol area of Cyprus?
A Ferguson, 11 PL. C. COY, 1 R Irish, BFPO 53, Cyprus
PS The temp out here at the moment is 41° centigrade. I'm off to have a cold shower!

'ATTENTION! Stand up straight, man! I wanna see my face in those boots!' Flickin' heck! I'd be tempted to duff up some twisted old Sergeant Major if he had a go at me!

I feel a bit like Esther Ranzten here, Corporal, sorting out ya consumer problems! Any mail order company will ship ya out Mega Drive carts etc if you contact them with your banking details, ie, credit card number etc. Check out the adverts in SEGA FORCE and write to one of the advertisers. If you have any problems, contact our Ad department here in Ludlow. If you have a YMCA book shop on your campus, they may be able to help you, too.

We have many readers in Cyprus. If anyone out there knows of a shop who deal in Sega stuff, let me know.

Keep reading SEGA FORCE, Corporal and keep up the good work! Patriotic to the end!

Completely Tazzed

I've just bought *Taz-Mania* and it took me a day to complete on Hard mode. Is this game really that easy, or am I a good gamesplayer?

Secondly, I would like to ask for some release dates for MD games. 1. *Sonic 2*; 2. *Streets Of Rage 2*; 3. *Strider 2*; 4. *WWF Wrestlemania*.

Last, but not least, do you know when *Gamesmaster*'s back on TV? How do I go about appearing on it?
Billy Kirk, Selsey, W Sussex

It seems you're a bit of a good gamesplayer, Bill! Although, I must be honest, I found *Taz* a trifle easy, too!

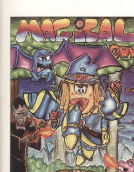
In answer to your questions: 1. AAAAAAAAAHHHHHH! 2. January 1993, hopefully; 3. Jan/Feb '93; 4. December.

***Gamesmaster* have already filmed a new series for the Autumn so you probably won't be a TV star this year. The address to contact them at is: GAMESMASTER, PO Box 91, London E14 9GT. Include your personal details, ie, age, address, phone number, hobbies, fave games etc and a mugshot.**

Ya won't catch me on it! I'm that Diamond chappy's long-lost window cleaner!

Japanese japes

Dear Gutter!
Help! I think I'm going crazy! Everyone I know has tried to get into my game, *Master Of Monsters*, but it's all in Japanese! Ahhhhh!



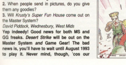
Magical Guy? Magical Tarot? Magical Taluroof? **When we got the game in for review, it was all in Japanese, so we had one helluva job working out what it should be called! Tom Percival of Bishops Castle, Shropshire had no problems, though!**

Please help! How do I work it out? This game's giving my butt a headache(?!).
Desperate Dan Deadhead, Stockport, Cheshire

Ha! Ha! Ha! Ha! (sssSSSSSNNNIP! —Ed). I'm afraid I can't help ya, Dan. I didn't do Japanese, I did woodwork! Let this be a lesson to the lot of ya. When buying an imported game, check first with your dealer to see whether the game text's in English.

If there *is* anyone out there in SEGA FORCE Land who can help this desperate case, drop Ade a line at the PITTSTOP.

MS goes on Strike!



Dear Gutter Snipe
How ya hanging? Just a few questions for ya!
1. Is *Desert Strike* coming out on the MS?
2. When people send in pictures, do you give them any goodies?
3. Will *Krusty's Super Fun House* come out on the Master System?
David Piddock, Wednesbury, West Mids

Yep indeedy! Good news for both MS and GG freaks. *Desert Strike* will be out on the Master System *and* Game Gear! The bad news is, you'll have to wait until August 1993 to play it. Never mind, though, 'cos our mates Domark are producing it, so I'm sure it's gonna be a real corker.

It's been decided, against my will of course, 'cos I'm nasty and horrible and patronising and... just not very nice, that I should delve into the SEGA FORCE goody bag and pull out prizes for the best letter and best pic. That means, *not* every pic I get wins a prize. If ya name's Vincent Van Gogh, ya can stuff off!

There are no plans to produce *Krusty's* on the MS, so nah! Nah, nah, nah!!

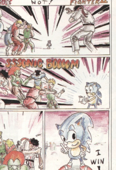
Chuckmania

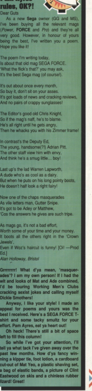
Dear Gutter Snipe
I know *Taz-Mania* and *Chuck Rock* are two of the best platform games around for the Mega Drive, but I'm having trouble deciding which one to buy. I thought you might choose for me?
Dean Holden, Acocks Green, Birmingham

Hello Birmingham! Ever been in that shop in Brum, Oasis? It's a fact that whichever way you go in, you never come out through the same door! Weird!

I think *Chuck Rock*'s the better buy, but then I would say that — I work with a load of prehistoric morons! Love ya Chris, Mat, Ade, Woz...

Yeah! Well, we all knew this *Street Fighter II* thing had been blown out of all proportions. As far as the infamous Anthony Stevens of Southend-on-Sea is concerned, Sonic can wipe out those SNES wimps in a trice!





Pam Ayres rules, OK?!

Dear Guts
As a new **Sega** owner (GG and MS), I've been buying all the relevant mags (*Power*, **FORCE** and *Pro*) and they're all very good. However, in honour of yours being the best, I've written you a poem. Hope you like it!

The poem I'm writing today,
Is about that old mag SEGA FORCE.
'What the flick's that?' you may ask,
It's the best Sega mag (of course!).

It's out about once every month,
So buy it, don't sit on your asses.
It's got loads of news and cracking reviews,
And no pairs of crappy sunglasses!

The Editor's good old Chris Knight,
So if the mag's naff, he's to blame.
He's all right until he gets angry,
Then he whacks you with his Zimmer frame!

In contrast's the Deputy Ed,
The young, handsome(?!) Adrian Pitt.
The other staff view him with envy,
And think he's a smug little... boy!

Last up's the lad Warren Lapworth,
A dude who's as cool as a dairy.
But when he puts on his long pointy boots,
He doesn't half look a right fairy!

Now one of the chaps masquerades
As vile letters man, Gutter Snipe.
It's got to be Adey or Matthew,
'Cos the answers he gives are such tripe.

As mags go, it's not a bad effort,
Worth some of your time and your money.
It boots all the others right in the 'Crown Jewels',
Even if Woz's haircut is funny! [O!! —Prod Ed.]
Alan Holloway, Bristol

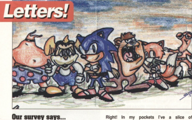
Grrrrrrrr! What d'ya mean, 'masquerades'? I am my own person! If I had the wit and looks of Mat and Ade combined, I'd be touring Working Men's Clubs cracking sexist jokes and calling myself Dickle Smothers!

Anyway, I like your style! I made an appeal for poems and yours was the best I received. Here's a SEGA FORCE T-shirt and some tacky smultz for your effort. Pam Ayres, eat ya heart out!

Oh heck! There's still a bit of space left to fill this column!

So while I've got your attention, I'll tell ya what tack I've given away over the past few months. How d'ya fancy winning a kipper tie, foot lotion, a cardboard cut-out of Mat Yeo, a plastic shaving set, a bag of elastic bands, a picture of Clint Eastwood on skis and a chinless rubber lizard! Great!

Letters!



There's some real cool dudes in the all-new Young Guns line-up sent in by Stephen Blair of Northampton. Sonic takes pole position, natch, but he's closely followed by Taz, Tails, Wonder Dog and a couple of all-time favourites who are set for a new release soon!

Our survey says...

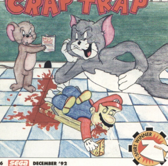
Dear Gutter Snipe
I'd like to interview you for my national newspaper, *Daily Rats*, if you can spare the time. If you can't, I'll send **Kate Adie** round in her flak jacket, OK?!
D Garbutt, Hull

OK, Garbutt, get on with it! The thought of Kate Adie popping round sends shivers down me spine...

1. What have ya got in your pockets?
2. What's your most embarrassing moment?
3. What's your definition of a blue-headed prickly thing?
4. What's your most prized possession?
5. Have you got a remedy for flatulence?
6. When does *Sonic 2* come out? (Only joking!)

Right! In my pockets I've a slice of Gorgonzola cheese, a conker, a thermo-nuclear device and Katie Boyle. My most embarrassing moment was bumping into a tray of oven-proof tableware in the Co-Op in Birmingham. Pity it wasn't Gut-proof!

In answer to question three, my Auntie Ethel wearing a headful of curlers! Well, she's a pensioner! She's got a blue rinse! My most prized possession's my 1975 Blue Peter annual. Remedy for flatulence? A bloody good cork! See ya!



Below: Drawn, coloured and created by Kristain of Northampton! Sounds a bit like a hairdresser to me, though the subject matter of the pic is suitably gruesome and yes, you've guessed it, Mario's getting the chop again — literally! No more dashing around those 96 levels, and all because he couldn't resist some mouldy cheese!

Below: That poor, greasy, Italian plumber's been taking a lot of stick lately, but now it looks like all of the Sega characters are pushing in on the act! This one's from Tom Percival of Bishops Castle. Are we sorry for Mario? Noooooooah!

Step into my parlour...

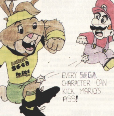
Dear Sir
Could you please tell me whether *Parlour Games* is still available on the MS? I've had it on order at my local games shop for over a month now. They've just told me it's been discontinued.

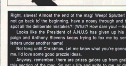
I've tried all the shops in this area and have been told the same story. Yet in September's **SEGA FORCE**, it was still being advertised!
Mrs A Tovell, Great Yarmouth

Some adverts go to print long before the mag goes on sale, so by the time you see 'em the shop may have sold out of a couple of games.

You sound as though you're gagging to get your mitts on this game, so I advise you to try Sega's Mail Order department (see R Powell's letter for the address). If that fails, I'll make an appeal here and now. If anyone reading has a copy of *Parlour Games* in good condition that you wanna sell, let me know and I'll pass ya details to Mrs Tovell.

Strewth! What's wrong with me this month? I'm being kind, caring and extremely helpful! Must be coming down with the flu or something!



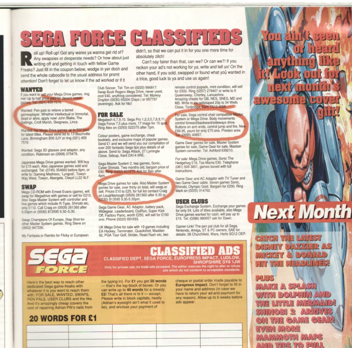


Right, slaves! Almost the end of the mag! Weep! Splutter! Why not go back to the beginning, have a nosey through and try to spot all the deliberate mistakes?! (What? How dare you! —Ed.)

Looks like the President of A.N.U.S has given up his campaign and Anthony Stevens keeps trying to fox me by sending letters under another name!

Not long until Christmas. Let me know what you're gonna buy me. I'd love some good prezzie ideas.

Anyway, remember, there are prizes galore up from grabs in this section of the mag. So get a life and write to me, or draw a pic. After all, I gotta have something to wipe me coffee up with! See ya next ish!



SEGA FORCE CLASSIFIEDS

Roll up! Roll up! Got any wares ya wanna get rid of? Any swapsies or desperate needs? Or how about just writing off and getting in touch with fellow Game Freaks? Just fill in the coupon below, wodge in yer dosh and send the whole caboodle to the usual address for promt attention! Don't forget to let us know if the ad worked or if it didn't, so that we can put it in for you one more time for absolutely zilch!

Can't say fairer than that, can we? Or can we?! If you reckon your ad's not working for ya, write and tell us! On the other hand, if you sold, swapped or found what you wanted in a trice, good luck to ya and use us again!

WANTED

If you want to sell your Mega Drive games, ring me! Up to half price paid for decent newer games. Tel: (021) 459 7576.

Wanted: Pen pals to relieve a bored gamesplayer. Whether intellectual or immortal, dead or alive, apply now! John Blake, The Saltings, Croft Marsh, Skegness, Lincs.

Wanted: top Mega Drive games up to £20 paid for latest titles. Please send list to 13 Bournville Lane, Birmingham B30 2JY or ring (021) 459 7576.

Wanted: Sega 3D glasses and adaptor, any condition, Robinson on (0908) 375479.

Japanese Mega Drive games wanted. Will buy for £15 each. Also Japanese games sold and exchanged. Tel: (0745) 354660 before 6pm, or write to: Gaming Madness, 'Lyngval', Towyn Way West, Towyn, Abergele, Clwyd LL22 9LF.

SWAP

Mega CD-ROM with Ernest Evans (game), will swap for Megadrive with games or sell for £210. Also Sega Master System with controller and five games which include R-Type, Shinobi etc, only £110. Call Craig on (0509) 261360 after 6.00pm or (0530) 813595 9.30–5.30.

Swap Champions Of Europe, Slap Shot for other Master System games. Ring Steve on (0602) 847336.

My Fantasia or Rambo for Flicky or European Club Soccer. Tel: Tim on (0222) 566817.

Swap Buck Rogers Mega Drive, never used, cost £40, anything considered. Tel: Markey Drayton (0630) 65204 (Days) or 657797 (evenings). Ask for Nic!

FOR SALE

Megatech 6,7,9,10. Sega Pro 1,2,3,5,7,8,9,11, Sega Force 7,5 plus more, 17 mags for 15 quid. Ring Alex on (0293) 522375 after 7pm.

Colour posters, game exchange, cheat booklets, and exclusive maps of popular games. Send £1 and we will send you our compilation of over 200 fantastic Sega tips plus details of all above. Send to: Sega Attack, 27 Lymingle Close, Sidcup, Kent DA14 6RE.

Sega Master System 2, two games, Sonic, Cyber Shinobi. Two months old, bargain price of £90. Ring (0452) 831215. Ask for Ben after 4pm.

Mega Drive games for sale. Also Master System games for sale, over thirty on total, will swap or sell. Prices £10 to £25, for full list contact Craig on Loughborough (0509) 261360 after 6.30 or (0530) 813595 9.30-5.30pm.

Sega Game Gear, AC Adaptor, battery pack, Widegear, Leaderboard, OutRun, Super Kick Off, Factory Panic, worth £250, will sell for £150 ono. Phone (0222) 691633.

UK Mega Drive for sale with 19 games including EA Hockey, Terminator, Quackshot, Madden 92, PGA Tour Golf, Strider, Road Rash etc, two remote control joypads, mint condition, will sell for £500. Ring (0257) 279407 or write to 9 Queensway, Chorley, Lancashire.

Amazing cheats for GB, NES, SNES, MD and MS. Write to inc sellotaped 20p to 34 Wells Close, Tonbridge, Kent TN10 4NW.

For sale, Sega control chair compatible Master System or Mega Drive. Body movements control forward/backward/sideways drive. Buttons on arm ends, control jump and fire. New £99.95, yours for only £70 ono. Preston area Tel: (0995) 40857.

Game Gear games for sale, Master System games for sale, Game Gear for sale, Mastser System converter. Tel: Ashford 639210.

For sale: Mega Drive games, Sonic The Hedgehog £18, Taz-Mania £30. Telephone (081) 509 3851, games boxed with full instructions.

Game Gear and AC Adaptor with TV Tuner and two Game Gear cable. Seven games Sonic, Shinobi, Olympic Gold. Bargain for £200. Ring Mark on (0225) 314762.

USER CLUBS

Sega Exchange System. Exchange your games for only £4. Lots of titles available, also Mega Drive games wanted for cash, will pay up to £15. Tel: (0286) 880057 ask for Dawn.

Gamer-Link! The pen pal club for all Sega, Nintendo, Amiga, ST & PC owners. SAE for details: 28 Churchfield, Ware, Herts SG12 OEP.

SEGA FORCE CLASSIFIED ADS

CLASSIFIED DEPT, SEGA FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like. And it's amazingly cheap (covers the cost of repairing Adrian Pitt's nails from the typing in). For **£1** you get **20 words** — that's the top block of boxes. Or you can write up to **40 words** for a measly **£2**! That's all there is to it — except; Please write in block capitals, neatly (Adrian's eyesight ain't what it used to be), and enclose your payment of cheque or postal order made payable to **Europress Impact**. Don't forget to fill in your name and address (in case we have to return your ad and payment for any reason). Allow up to 6 weeks before ads appear.

20 WORDS FOR £1

40 WORDS FOR £2

NAME.................................ADDRESS.................................

....

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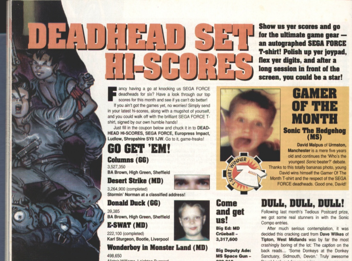
You ain't seen or heard anything like it! Look out for next month's awesome cover gift!

Next Month

CATCH THE LATEST DISNEY DAZZLER AS MICKEY & DONALD HIT THE HEADLINES!

PLUS
MAKE A SPLASH WITH DOLPHIN AND THE LITTLE MERMAID!
SHINOBI 2 ARRIVES ON THE GAME GEAR!
EVEN MORE MAMMOTH MAPS AND TIPS TO PULL OUT AND KEEP!

SEGA FORCE ISSUE 13. GET IT FROM A NEWSAGENTS NEAR YOU FROM 10 DECEMBER — IF YOU KNOW WHAT'S GOOD FOR YOU!



DEADHEAD SET HI-SCORES

Show us yer scores and go for the ultimate game getter — an autographed SEGA FORCE T-shirt! Polish up yer joypad, flex yer digits, and after a long session in front of the screen, you could be a star!

Fancy having a go at knocking us SEGA FORCE deadheads for six? Have a look through our top scores for this month and see if ya can't do better!

If you ain't got the games yet, no worries! Simply send in your latest hi-scores, along with a mugshot of yourself, and you could walk off with the brilliant SEGA FORCE T-shirt, signed by our own humble hands!

Just fill in the coupon below and chuck it in to **DEADHEAD HI-SCORES, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Go to it, game-freaks!

GO GET 'EM!

Columns (GG)
3,527,350
BA Brown, High Green, Sheffield

Desert Strike (MD)
3,264,900 (completed)
Stormin' Norman at a classified address!

Donald Duck (GG)
39,385
BA Brown, High Green, Sheffield

E-SWAT (MD)
222,100 (completed)
Karl Sturgeon, Bootle, Liverpool

Wonderboy in Monster Land (MD)
498,650
Alistair Williams, Leighton Buzzard

GAMER OF THE MONTH

Sonic The Hedgehog (MS)

David Malpus of **Urmston, Manchester** is a mere five years old and continues the 'Who's the youngest *Sonic* beater?' debate. Thanks to this totally bananas photo, young David wins himself the Gamer Of The Month T-shirt and the respect of the SEGA FORCE deadheads. Good one, David!

Come and get us!

Big Ed: MD Crüeball – 3,317,600

Big Deputy Ade: MS Space Gun – 238,310 (completed)

Big Ears Mat: MD Sonic 2 – 399,700

Big 'New Boy' Paul: MS Taz-Mania – 159,080

Big Shot Wozza: Dubious Ideas – 3964

DULL, DULL, DULL!

Following last month's Tedious Postcard prize, we got some real stunners in with the Sonic Compo entries.

After much serious contemplation, it was decided this cracking card from **Dave Wilkes** of **Tipton, West Midlands** was by far the most crashingly boring of the lot. The caption on the back reads... 'Some Donkeys at the Donkey Sanctuary, Sidmouth, Devon.' Truly awesome Dave! Look out for your prize — your very own model of Mat Yeo (honest!) — in the post soon!

SEGA FORCE ISSUE 10 COMPETITION WINNERS

Top Hat and Tails!

So ya reckon **Sonic**'s popular? We know he is!! We've never had such an awesome response to our competitions before this one came along! Believe me, we've got boxloads of postcards, letters and envelopes, all crying out to be dragged into winning positions.

Sadly, we could only draw ten, so hold on to yer hats and find out if you've been outrageously jammy!

The fabulously lucky winner of the Mega Drive **AND** *Sonic 2* cart is **James Knowles** of **Northiam, East Sussex**.

As for the nine runners-up, who each get a supersonic *Sonic 2* cart, here goes: **Lisa Andrews** of **Lozells, Birmingham**; **E Richards** of **Newport, Gwent**; **JT Whittam** of **Holyhead, Gwynedd**; **Jack** and **Toby Wilkinson** of **Barton, Oxford**; **Inge Goad** of **Poole, Dorset**; **Lathan May** of **Cardiff**; **Helen Argent** of **Warrington**; **Sze Ming Tang** of **Bushey Heath, Herts**; and **Philip Bradley** of **Leeds**.

That's yer lot, game-freaks, but don't forget to check out this month's mega *Batman Returns* compo, with yet another chance to win a mega **Mega Drive**. Be there!

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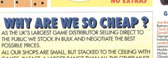
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